



# FATYMA CAMACHO PERALTA

## 3D ARTIST

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📍 Santa Clara, Ca, USA.



A well rounded and collaborative game artist with experience in game art and 5 years of software development interested in pushing the boundaries of play and developing games that prioritize unique experiences. I am passionate about diverse narratives, underrepresented characters, and silly mechanics. Proud Level 35 at PkGo.

### PROFESSIONAL EXPERIENCE

- 3D Artist  
| Team (10) | Jun/2021-Present  
*Backyard Labs Inc*
- Game Artist | Team (8)  
| Feb/2020 - Present  
*UCSC- Stanford / EnTrust Project*
- Software Dev/Graphic Specialist  
| Team(5) | Nov/2013- Jun 2019  
*SvMet Engineering SA de CV*  
(5.5 years)

### ENGINES

Unity

### PROGRAMMING

Visual Basic | C#

### SOFTWARE

Maya | Blender | Probuilder

Photoshop | Illustrator | Substance Painter

Jira | Perforce | Clickup | Trello

### GAME PROJECTS

- Creative Director/ 3D Generalist Artist  
| Team (14) | July/2020 - March/2021  
*Knot Me! (Shipped)*  
<https://lemontwistgames.itch.io/knot-me>
- Environmental Artist/UI Designer | Team(5)  
| May/2020  
*Running Hamzards*

### LANGUAGE SKILLS

English (Fluent)  
Spanish (Native)  
Japanese (Basic)

### 3D ART: CONCEPT TO IMPLEMENTATION

- Responsible of the creation of all 3D assets including concept, modeling, texturing, and animation at *Backyard Labs*.
- Boost asset creation by implementing a 3D character asset pipeline at *Backyard Labs Inc*.
- Designed all characters' looks and animations in *Knot Me!* and responsible of importing them correctly into Unity.
- Responsible for helping develop the overall aesthetic for *EnTrust*.

### LEADERSHIP AND COLLABORATION

- Responsible for leading and giving feedback to a team of 14 people for the video game *Knot Me!*
- Responsible for solving any colleagues intern conflict for *Knot Me!*
- Supported the environmental artists with additional 3D props at *Knot Me!*

### PROBLEM SOLVER AND EAGER LEARNER

- Assist the programmer in *Knot Me!* to implement a convincing whip weapon using 3D curves and spline *animation*.
- Minimize bugs in our software by creating and implementing for the first time a QA pipeline at *SvMet*.
- Assisted the design team to develop *Knot Me!'s* main character's unique mechanics and overall feel.

### USER EXPERIENCE AND 2D ASSET CREATION

- Responsible of designing wireframes and mock ups for every software tool at *SvMet*.
- Enhance our operators user experience by interconnecting features across applications for *SvMet* application tools.
- Improve user usability by unifying all our software tools UI appearance.
- Deliver 2D quality assets for every character for *EnTrust Game*
- Designed environmental and background assets for *Running Hamzards*.

### EDUCATION

Sep/2019 - March/2021 Master in Games & Playable Media  
University of California, Santa Cruz

Aug/2008 - Dec/2012 Bachelor's Degree in Interactive Design and Digital Animation  
Universidad Iberoamericana Puebla