

# Servando Melendrez

## 3D Artist | Environment & Game Asset Production | Game Development Student

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### PROFESSIONAL SUMMARY

Aspiring 3D artist and game development student with experience creating game-ready assets, environment scenes, and team-based art pipelines. Skilled in Maya, Substance 3D Painter, UV workflows, texturing, Unity/Unreal integration, and asset organization, with a strong production background that helps keep creative work scoped and finished.

### 3D ART & TECHNICAL SKILLS

<b>3D / Art Pipeline</b>	3D Modeling, Environment Art, Game-Ready Assets, Low-Poly Modeling, Hard-Surface Props, Modular Assets, UV Unwrapping, Texturing, Texture Baking
<b>Software</b>	Autodesk Maya, Substance 3D Painter, Unity, Unreal Engine, Photoshop, Premiere Pro, GitHub
<b>Production</b>	Jira, Trello, Agile Workflows, Sprint Planning, Task Tracking, Documentation, Team Communication
<b>Technical</b>	C#, C++, HTML, CSS, Game Development, PC/Console Awareness

### 3D ART / ASSET PRODUCTION EXPERIENCE

#### Producer / 3D Asset Production Lead - Uncharted-Inspired Environment | CAGD 373 Game Asset Production, CSU Chico | 2024

- Led a student asset production team through an environment project focused on modeling, UVs, texturing, and final scene presentation.
- Organized the art pipeline so assets moved clearly through modeling, UV, texture, and scene integration stages.
- Helped maintain visual consistency, scope, and deadlines while supporting teammates across the asset workflow.

#### 3D Artist / Game Developer - Selected Portfolio Assets | Personal & Academic Work | 2024-2026

- Created game-ready props and environment pieces using Maya and Substance 3D Painter, with a focus on readable silhouettes, usable topology, and clean presentation.
- Built assets with implementation in mind, including UV layout, texture organization, scale, and compatibility with Unity or Unreal projects.

### GAME DEVELOPMENT PROJECTS

#### Producer - Paranoia | CAGD 470, CSU Chico | 2026-Present

- Lead production for a horror game currently in beta development, coordinating designers, programmers, and artists through sprint-based workflows.
- Manage Jira boards, track tasks, support playtesting, and help the team identify blockers while keeping development organized.

#### Producer - Sky Striders | CAGD 370 Video Game Development, CSU Chico | 2024

- Led a small team to create a 3D game from concept to playable build, supporting milestone planning, communication, and iteration.

#### Project Lead - EscapyMazy / Tank Wars | De Montfort University | 2025-2026

- Led mobile game and AI simulation projects while studying abroad, coordinating tasks, timelines, and team communication.

### EDUCATION

**Bachelor of Science, Computer Animation & Game Development - Game Development Option** | California State University, Chico | Expected May 2026

**GPA: 3.54 | Latin Honors: Cum Laude** | Relevant focus: 3D art, game development, production, and team-based projects

### ADDITIONAL EXPERIENCE

**North State Student Ambassador** | Civic Engagement, CSU Chico | Feb 2023-Present | Student outreach, presentations, event support, and leadership

### WEBSITE/PORTFOLIO

**servandomelendrez.com**