

Servando Melendrez

3D Artist | Environment Art | Real-Time Game Assets | Game Development Student

servandomelendrez.com | linkedin.com/in/servando-melendrez | smelendrez1@csuchico.edu | servando.melendrez1@gmail.com | (530) 816-2602

PROFESSIONAL SUMMARY

3D artist and game development student with hands-on experience creating game-ready environment assets, props, and real-time scenes. Skilled in Maya, Substance 3D Painter, UV workflows, texturing, low-poly optimization, Unity/Unreal integration, and team-based asset pipelines. Main environmental 3D artist on the shipped student game Little Arthur, with additional experience coordinating the 3D asset pipeline and contributing assets for Paranoia.

CORE SKILLS

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| 3D / Environment Art | 3D modeling, environment art, game-ready assets, low-poly modeling, hard-surface props, modular assets, worldbuilding |
| Real-Time Pipeline | UV unwrapping, texturing, texture baking, asset optimization, in-engine presentation, Unity/Unreal integration |
| Software | Autodesk Maya, Substance 3D Painter, Unity, Unreal Engine, Photoshop, Premiere Pro, GitHub |
| Production | Jira, Trello, sprint planning, task tracking, documentation, playtesting, team communication, feedback iteration |

3D ART & GAME ASSET EXPERIENCE

Lead Environmental 3D Artist - Little Arthur | CAGD 495, CSU Chico | 2026

- Served as the main environmental 3D artist on Little Arthur, a shipped student game, creating stylized environment assets that supported the game world and visual direction.
- Modeled, UV'd, textured, and prepared game-ready assets using Maya and Substance 3D Painter with attention to scale, readability, and performance needs.
- Created environment pieces such as medieval/Arthurian structures, props, and worldbuilding assets while keeping the style cohesive and production scope realistic.

Producer / 3D Asset Pipeline Coordinator - Paranoia | CAGD 470, CSU Chico | Jan 2026 - Present

- Coordinate the full 3D asset pipeline for a horror game in beta, organizing asset priorities, task ownership, review needs, and implementation status.
- Manage Jira boards and sprint follow-ups across designers, programmers, and artists, helping keep art tasks visible and moving through production.
- Contribute 3D assets directly while supporting playtesting, feedback review, blocker identification, and iteration toward release readiness.

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

- Led a student asset production team through a full 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 while maintaining deadlines and visual consistency.

3D Artist / Game Developer - Selected Portfolio Assets | Personal & Academic Work | 2022 - 2026

- Create game-ready props and environment pieces with a focus on readable silhouettes, clean UVs, organized texture sets, usable topology, and portfolio-ready presentation.
- Build assets with implementation in mind, including scale, optimization, texture organization, and compatibility with Unity or Unreal projects.

ADDITIONAL GAME DEVELOPMENT LEADERSHIP

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, task tracking, communication, playtesting, and iteration.

Project Lead - EscapyMazy Mobile Game / Tank Wars AI Simulation | De Montfort University | 2025 - 2026

- Led team-based mobile game and AI simulation projects while studying abroad, coordinating tasks, timelines, responsibilities, and final deliverables.

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, real-time assets, production, and team-based projects

ADDITIONAL EXPERIENCE

North State Student Ambassador | Civic Engagement, CSU Chico | Feb 2023 - Present

- Support student outreach, presentations, events, and community communication while strengthening leadership, organization, and collaboration skills.

WEBSITE/PORTFOLIO

<https://servandomelendrez.com/portfolio>