

ADRIAN LEON

3D ENVIRONMENT ARTIST

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SUMMARY

3D Environment Artist experienced in creating high-quality, optimized game environments from concept through implementation. Proficient with industry-standard tools and modern environment art pipelines, including modular workflows, material layering through masking and vertex painting techniques, trim sheets, and optimization-conscious asset creation. Combines artistic creativity with a systematic, technically driven approach

SKILLS

- Blender 3D
- Unreal Engine
- Adobe Photoshop
- 3Ds Max
- Adobe Substance Painter
- Adobe Substance Designer
- Autodesk Maya
- Unity

WORK EXPERIENCE

Astarte Industries - Bellum

3D Environment Artist • 2025 - 2026

- Collaborated with artists, designers, and concept artists to create highly realistic environments for an 80-player first-person shooter.
- Created high-quality Nanite-ready assets while implementing optimization strategies to ensure compatibility and strong performance on old-generation console hardware.
- Created highly realistic and detailed environment assets that reinforced the game's atmosphere while adhering to established artistic direction and quality standards.
- Acted as the Environment Department Lead's right hand, providing guidance to other artists, reviewing work, and helping establish efficient workflows and consistent artistic standards.

RedZip Studios - Independent Project Dead Rails

3D Environment Artist and Technical Artist • 2023 - 2025

- Collaborated with a small team to design and build environments for a co-op zombie survival game.
- Designed and implemented a unique stylized visual art style with cel-shading and advanced light interaction techniques.
- Built modular environment assets to support procedural level generation and replayability.
- Developed and maintained a master material workflow to streamline production and improve optimization along with other techniques

RELEVANT PROJECTS

Simulation and Serious Games

Lead Artist • 2023

- Led a team to produce and optimize assets for a top Meta VR application
- Supervised the art team in producing optimized assets for VR implementation
- Modeled and textured organic assets using high-poly sculpting and low-poly baking workflows

EDUCATION

High School Diploma

Centro Escolar Solalto • 2015 - 2019

B.A. in Game Development and Design

Columbia College Chicago • 2020 - 2024