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Daniel T. Romero 3D Generalist & Level Artist

Experience/Skills

3D Studio Max, Maya, Blender
Hard & organic modeling (low/high res), UVs, lighting, rendering.

Zbrush, Photoshop, Substance Painter & Designer, Quixel
Sculpting & baking, texturing, materials, ORM/ERMs, concept/design.

Engines & Auxiliaries

UE5, CryEngine, Unity. Level creation, blockouts, nanites, blueprints,
lighting, atmospherics, triggers, composition, storytelling, performance.

Education

Game Art Bachelor. Full Sail University. Grad-2012. English & Portuguese.

Work Experience

Sanzaru Games - 2017-2026

3D Level & Prop Artist, created environments, hero assets, and props for fast-paced VR and AAA titles, managed full level pipelines including blockout, layout, sculpting, texturing, lighting, and performance optimization. Collaborated across animation, design, coding, and VFX teams. Large-scale open-world maps, world spheres, and showcase trailers.

Major Credits & Contributions:

Asgard's Wrath 1 & 2, Marvel: Powers United, Spyro Reignited Trilogy.
Internal AAA prototypes spanning 6-12 months development.

The Box Creative LLC. - 2015

3D Generalist Artist, responsible for Escape3D for the movie *The Maze Runner 2: The Scorch Trials*, level design, 3D scanning, lighting, animation, textures, and visual effects.

Kaleidoscope Inc. - 2014-2015

3D Generalist Artist, 3D assets for evolving client contracts, modeling, texturing, UV mapping, and rendering, medical prototypes and high fidelity 3D printing models.