



RODRIGO EZEQUIEL MARANZANA

3D Artist



ABOUT ME

I am a 3D Artist for video games and AR visualization with strong interest in creating environmental props.

I currently work remotely as a 3D Generalist at *RenderThat GmbH & Co. KG* where my responsibilities include 3D Modeling, Low-Poly retopology, texture painting and AR integration.

I am also a university student of Informatics Engineering, focusing on C, C++.



EXPERIENCE

2021 - Present

RenderThat GmbH & Co. KG

3D ARTIST

- Worked remotely with a global team to create product models for later use in AR viewers.
- Designed realistic and detailed PBR textures based on photographic references.
- Collaborated with multiple work teams at the same time to determine client or market needs.
- Optimized models to adjust them to the technical parameters of the client or platform.

2018 - 2021

CGTrader/Wildcat

3D DESIGNER

- Worked remotely individually to create product models for later use in AR and Web/Online viewers.
- Met time goals coordinating tasks with QA reviews..
- Designed realistic and detailed PBR textures based on photographic references.



EDUCATION

2018 - Present

UNLaM

Informatics Engineering



HARD SKILLS

- | | |
|-----------------------|-------------------------|
| • HIGH-POLY MODELING | • MATERIAL DESIGN |
| • LOW-POLY RETOPOLOGY | • HARD-SURFACE MODELING |
| • UV MAPPING | • PHOTOREALISM |
| • AR OPTIMIZATION | • TEXTURE BAKING |
| • PBR TEXTURING | |



SOFT SKILLS

- | | |
|--------------------------|-----------------------------|
| • ATTENTION TO DETAIL | • PROACTIVE |
| • QUICK ADAPTABILITY | • EFFICIENT PROBLEM-SOLVING |
| • CONSTANT COMMUNICATION | • ALWAYS LEARNING |



Location

Buenos Aires, Argentina



Web

rodrigomaranzana.com



ArtStation

artstation.com/rodrigomaranzana



E-Mail

contact@rodrigomaranzana.com



Nationality:

Argentinian & Italian

LANGUAGES

- Spanish
- English

SOFTWARE

Advanced

- Autodesk 3ds Max
- Substance Painter
- Marmoset Toolbag
- RizomUV
- Unreal Engine

Intermediate

- Blender
- Adobe Photoshop
- Affinity Designer
- Substance Designer
- V-Ray for 3ds Max

Basic

- Marvelous Designer
- 3DCoat
- CryEngine
- Autodesk Maya
- ZBrush