



Christine Medina

Character and Prop Modeler

Skills

Software

- Photoshop
- Auto Desk Maya
- Zbrush
- Substance Painter

Specific

- Character and Prop Modeling
- Character Design
- Texturing
- Concept Art
- Traditional Painting

Languages

- English
- Tagalog (Filipino)

Education

Bachelor of Fine Arts in Digital Art and Animation

DigiPen Institute of Technology
September 2018– Present

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🌐 <https://www.linkedin.com/in/Christine-T-Medina/>

🌐 <https://www.ariane-art.com>

Experience

Character Modeler, UI Artist & Art Lead

Ceramic Soul, DigiPen Institute of Technology
2020 – Present

- Taking the player character through the production pipeline
- Using Maya and Zbrush to model the character.
- Using Marvelous Designer for the clothes.
- Using Photoshop and Substance Painter to create textures.
- Working with designers to make UI Art
- Guide other artists through art production.

UI Artist & Key Artist

Sightbringer, DigiPen Institute of Technology
2019 – 2020

- Used Photoshop to make the assets
- Created the title for the game
- Collaborated with other Artists in the team
- Provided feedback to other Artists
- Created font for Sightbringer

Link: <https://arcade.digipen.edu/games/sightbringer>

Assistant Manager

Burger King
2015 – 2017

- Led crewmembers to make the work shift efficient
- Scheduled times for crewmembers
- Worked with the General Manager to help the shift run smoothly