

CURRICULUM VITAE

+ PERSONAL INFORMATION

First name: Hector Eduardo

Surname: Silveri

Country: Italy

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Email: covin@covin3d.com

Nationality: Italian

Date of birth: November 20, 1990

Gender: Male

+ WORK EXPERIENCE

Position held: 3D Artist

Name of employer: Forge Studios s.r.l.

Type of business: Game Industry

Date: March 2011 – Present

Main activities: Create models ranging from low-poly to hi-poly, hard surfaces and none, textures for various contractors

Projects: Crysis 3

Ryse

+8~ Years of modding experience and experiments with various game engines

+ PERSONAL SKILLS AND COMPETENCES

General skills: Real-time assets for games (Modeling High Poly and Low Poly, Texturing)

Technical skills: - Autodesk 3DStudio Max

(Software) - Zbrush – Digital Sculpting
- Adobe Photoshop – Texturing
- xNormal – Rendering

Technical skills : - CryEngine

(Game Engines/Editors) - idTech 4 (Radiant)
- Unreal Engine 3
- Source Engine (Hammer)

Hobbies: Playing videogames on all (most) platforms and make art for them

+ LANGUAGES

Languages: Italian (Native language)
English (Fluent speaker and writer)