

# NADINE ROLDAN

## 3D Artist

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## EDUCATION

Academy of Arts University, San Francisco, CA  
Bachelor of Fine Arts in Game Design

May 2012-2016

## SOFTWARE KNOWLEDGE

- Autodesk Maya
- Adobe Photoshop
- Pixologic Zbrush
- Unreal Engine 4
- Headus UV layout
- Marmoset
- Unity
- Substance Painter
- xNormal

## INDUSTRY EXPERIENCE

### Senior QA Tester

Telltale Games, San Rafael, CA

May 2017-Present

- Titles: Minecraft, Guardians of the Galaxy, Walking Dead, Michonne and Batman
- QA test lead for Guardians of the Galaxy Episode 5
- Create documents and testplans for project
- Report and work with producers
- Manages teams both in-house and outsourcing
- Approved and signed off on a project on multiple platforms
- Check in mobile preloads into the in-house software
- Platforms: PC, Mac, Linux, PS4, Xbox360, Xbox1, Switch, Iphone and Android
- Test, identify and submit clear detailed information on bugs

### Executive Trainee

WHOMentors.com, Inc. San Francisco, CA

Oct. 2015-May 2017

- Form and lead a team to create mobile game
- Prepare a schedule and give out specific tasks weekly
- Model and Texture props, characters and environments
- Recieve 2D and 3D art from team then inspect and input them into unity
- Compete in Hack-a-thons to create games and apps in 48 hours

## EXPERIENCE

In Home Support Services, San Francisco, CA

June 2007-Present

- Provide transportation to and from patient appointments
- Provide emotional support and companionship to geriatric clients
- Personal assistance with daily living including household chores or paperwork