



# PABLO PUEYO POVES

GAME DESIGNER & 3D ENVIRONMENT ARTIST



## PERSONAL INFORMATION



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## EDUCATION

### ● Master of Fine Arts (MFA) in Interactive Media

University of Southern California  
2022 - 2025

### ● Bachelor of Fine Arts (BFA) in Interactive Design and Game Development

Savannah College of Art and Design  
2017 - 2021

### ● Additional Education Pre College Summer Program in Game Design and Graphic Design

Ringling College of Art and Design  
Summer 2016

## RESEARCH AND SCHOLARSHIPS

### ● Research Fellow

USC Annenberg Graduate Fellowship  
2023 - 2024

## EXPERIENCE

### ● Art Producer

"Lake Minnewaska"

Made for Lloyd Campbell III's Thesis Project at the University of Southern California  
July 2023 - May 2024

### ● 3D Artist

"Neon City"

Made for Ingram Mao's Thesis Project at the University of Southern California  
January 2023 - May 2023

### ● 3D Artist & Printer

Maquinza, S.A. Spain  
Marketing Department  
September 2021 - June 2022

### ● Product Owner

"Silver Fox"

Made for ITGM Studio 2 and Studio 3 at the Savannah College of Art and Design  
January 2021 - May 2021

## SOFTWARE



Substance



ZBrush



Maya

## LANGUAGES



Spanish



Unity



Unreal Engine



English