



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