

Rose “Raye” Veltri

3D Generalist

<https://www.artstation.com/rottenmatcha>

Placentia, CA
(760) 623-8841
rottenmatcha@gmail.com

Skills

3D Software: Autodesk 3Ds Max, Blender, Unreal Engine 5, Niagara, Unity, Substance Painter, Substance Designer, 3D Coat

2D Software: Adobe Photoshop, Clip Studio Paint, Procreate

Other Software: Perforce, GitHub, Visual Studio, Slack, Zoom, Miro, Jira

Experience

Fruit Jammers / 3D Modeler

MAY 2025 - PRESENT, REMOTE

Created stylized environment and prop assets for the game *Fruit Jammers*. Modeled the environment and level scenes for the game with a combination of hand-painted textures and shaders. *Fruit Jammers* is a free-to-play brawler currently in development.

Tempestar Entertainment / 3D Modeler

FEBRUARY 2025 - PRESENT, REMOTE

Created stylized environment and character assets for the game *Frail Shells*. Followed the workflow of using high poly to low poly models and PBR materials to create a hand-painted style for the game. *Frail Shells* is a side-scroller platformer currently in development.

Visual Concepts / 3D Generalist

OCTOBER 2022 - JUNE 2023, FOOTMILL RANCH

Completed a contract internship for Visual Concepts (part of 2K Games) on the world and environment art team. Worked with programs such as Unreal Engine and Autodesk 3Ds Max to create 3D environments and props. *Lego 2K Drive* is a AAA, open-world racing game released in May 2023.

Education

Laguna College of Art + Design / BFA Game Art

AUGUST 2016 - MAY 2023, LAGUNA BEACH

Studied both 2D and 3D elements to create and design assets for a game. Familiar with the workflow process of creating assets such as concepting, blockouts, refinements, and final passes.