



HERMELINDA VILAR PABLOS

Passionate 3D artist and illustrator with a strong focus on props and environment modeling and texturing, also experienced in webcomics and hand-painted 3D-printed miniatures. Optimistic, highly adaptable and a team player used to working in multidisciplinary environments, eager to bring creativity and technical expertise to dynamic projects.

CONTACT

Hermelinda Vilar Pablos
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SOFTWARES & TECHNICAL SKILLS

Blender
Maya
ZBrush
Highpoly organic sculpting
Retopology
Hardsurface
3D Animation
Substance Painter
Substance Designer
UV Mapping
Procedural texturing
Marmoset
Adobe Animate
2D Animation
Unity
C# for Unity
Clip Studio Paint
Adobe Photoshop
Storyboarding
Comic illustration
Adobe Illustrator
Vectorial illustration

EDUCATION

09/2023 - 07/2025

Higher Vocational Training in 3D Animation, Games and Interactive Environment (EPSUM, Madrid)

03/2023 - 06/2025

Online course on Manga and Comic Creation for Webtoons (JOSO, Barcelona)

09/2021 - 07/2022

Master's in Digital Art, 3D Modeling with ZBrush, and Illustration (Arteneo SL, Madrid)

09/2015 - 07/2019

Professional Training in Fashion Design, Pattern Making, and Sewing (LIPER Escuela de Moda, León)

LANGUAGES

Spanish ● ● ● ● ●
Catalan ● ● ● ● ●
English ● ● ● ● ●

DEMOREEL



<https://vimeo.com/974943977>