

Hermelinda Vilar Palolos

3D generalist · Animator · Comic illustrator

Experience

Captioma SL Internship · 3D modeling and programming teacher Blender, Maya, ZBrush, Fusion360, Tinkercad, Makecode Arcade, Micro:bit, Scratch. 10/2024 - 12/2024

Green Sheep Own project · Script, design, storyboarding, and illustration for Webtoon Clip Studio Paint, Procreate, Photoshop. 03/2023 - on going

Junior Pattern Maker Full time · Make and fix patterns and documentation GERBER, Word.
06/2019 - 12/2019

Education

EPSUM Higher Vocation Training · 3D animation, games and interactive environment Blender, Maya, ZBrush, Substance Designer, Substance Painter, Adobe Animate, Premiere, Unity. 09/2023 - 06/2025

JOSO Online course · Manga and comic creation for Webtoon Clip Studio Paint, Procreate, Photoshop. 03/2023 - 06/2023

Arteneo Imagen SL Master · Digital illustration and 3D modeling Zbrush, Photoshop, Illustrator, CorelDraw, Premiere. 09/2021 - 07/2022

LIPER Fashion School Professional Training · Fashion design, pattern making and sewing GERBER, Photoshop, Illustrator. 09/2015 - 07/2019

Skills

Illustration · Procreate, Clip Studio Paint, Photoshop advanced

Vectorial illustration · CorelDraw, Illustrator basic

3D modeling · Zbrush, Blender, Maya advanced

Rigging and 3D animation · Maya basic

2D traditional animation · Clip Studio Paint, Animate basic

Video editing · Premiere basic

Languages

Spanish mother language

Catalan second language

English fluent

Chinesse basic