

DENEB CERRUD

Real-Time 3D Generalist & Game Artist

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Open to remote & relocation opportunities

Multidisciplinary game artist with extensive professional experience across 3D, environment art, animation, illustration, UI and real-time production. Experienced in developing visual assets from initial creation through final Unity implementation, with a strong focus on stylized, readable game experiences.

EXPERIENCE

Wagr

2026
Remote - Full-time - 6 months

Game Designer / Real-Time Game Artist

- Created and implemented visual content for real-time mobile game prototypes across 3D, environment art, UI, animation and Unity production.
- Developed stylized 3D environments, characters, props and gameplay assets from modeling and texturing through final in-engine presentation.
 - Created and integrated 2D environments, UI assets, materials, shaders, lighting and animation across multiple game prototypes.
 - Assembled and visually polished Unity scenes with attention to readability, performance and mobile constraints.
 - Collaborated directly with programmers on gameplay-dependent visual systems and real-time asset implementation.

Music Powered Games

2018 - 2026
Remote - Freelance

Lead Artist

- Created visual content for music-driven games and interactive experiences in a long-term remote freelance collaboration.
- Developed 2D and 3D content including characters, environments, props, interface elements and animation.
 - Created visual themes and game assets for projects associated with The Weeknd, Megan Thee Stallion, Pepsi and Red Bull.
 - Worked with production and development teams to adapt artwork to technical and gameplay requirements.

Modop

2008 - 2017
Panama City, Panama

Animator

- Created animation and visual content for interactive advertising, web experiences and branded entertainment.
- Produced original animation for web campaigns, interactive ads and mini games.
 - Worked on projects for clients including Viacom, Nickelodeon, Ubisoft, Nike and Disney.
 - Contributed across animation, illustration and production for entertainment and advertising projects.

CORE SKILLS

- 3D & Environment:** 3D Modeling, Environment Art, Gameplay Assets, UV Mapping, Texturing, Materials & Look Development
- Real-Time:** Unity Integration, Scene Assembly, Lighting & Baking, Visual Polish, Technical Art Support, Mobile Optimization
- 2D & Motion:** Illustration, 2D Environment Art, UI Design, Animation, Visual Development, Motion Graphics

TOOLS

Blender | 3ds Max | Substance 3D Painter | Unity | Photoshop | Affinity | Clip Studio Paint | Toon Boom Harmony | After Effects

EDUCATION

Graphic Design
Ganexa - Panama - 2002

RECOGNITION

HAYAH Short Film Festival
Best Music Video - Director / Animator - 2020

ADDITIONAL CREATIVE WORK

Independent Director & Animator - Project-based
Independent music videos and visual projects, primarily for personal music projects alongside occasional commissioned work.