ANGEL ALBERTO GUILLEN FLORES

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EDUCATION

KLEIN OAK HIGH SCHOOL GPA: 3.93 UW, 5.25 W PERCENTILE: TOP 5% CLASS SIZE: 885 (EST)

CLASS OF 2025

SPANISH + ENGLISH

(Proficient)

10 AP CLASSES TAKEN/IN

PROGRESS

RELEVANT COURSE & PROJECT AREAS

BUSINESS, FINANCE, COMPUTER SCIENCE, ANIMATION, VIDEO GAME DEVELOPMENT, IOT

PROJECTS & INVOLVEMENT

WALLI RENDER LIBRARY

400,000+ RENDERS | **ANIMATION ARTIST** | 2021-Present

- Created Renders Using Unreal Engine and Blender
- Utilized Rendering and Animation Techniques used by the broader industry
- Produced over 400,000 individual renders
- Created over three Dozen Unique 3D environments

UPCOMING PROJECTS

- -END OF YEAR 2024
- -SPOOKY SHAPE REMASTER
- -HALLOWEEN 2024



A Few Random Renders From The Library

TECHNICAL PROGRAM EXPERIENCE

UNREAL ENGINE 5
BLENDER
LINUX
DOCKER & PORTAINER
AFFINITY CREATIVE SUITE
DAVINCI RESOLVE
CPANEL
WORDPRESS
OFFICE 365 SUITE

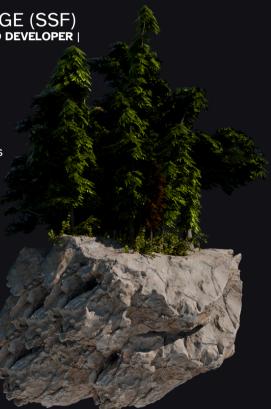
INTENDED PATHWAY

COMPUTATIONAL
GRAPHICS DEVELOPMENT

SIMPLY SIMPLE FOLIAGE (SSF)
3D FOLIAGE LIBRARY | CREATOR AND DEVELOPER |
Present

- Created Custom Foliage Assets Including Trees, Grass, Flowers, and other foliage types
- Optimized 3D Meshes for use in Video Game Projects on engines like Blender, and Unreal Engine
- Developed Custom Shaders and Materials for quick foliage configuration
- Hosted foliage library on self published website

SIMPLY SIMPLE FOLIAGE SSF



PROJECTS & INVOLVEMENT

WEBSITE DEVELOPMENT

4 ACTIVE WEBSITES | **DEVELOPER & PUBLISHER** | 2021-Present

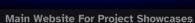
- Designed Websites for Projects and Clients
- Designed Logos, Graphics, and other materials for websites
- Set Up services on websites to serve visitors with files and content.
- · Created over 10 Websites





Distribution of 3D Assets Website







New York Food Distribution Company

SERVER DEVELOPMENT

7 ACTIVE SERVICES | DEVELOPER & MANAGER | 2021-Present

Angels Super Cool Server. A self-hosted server meant to serve other services I provide.

- Built and Configured Custom Server On Ubuntu Linux
- · Set and Maintain Networking and Software
- Currently Hosts Cloud and File Sharing, 2
 Minecraft Servers, and Documentation
 Website among other services.



MINECRAFT SERVERS

The LetsBuildServer, a near decade old Minecraft Server hosted on the latest Minecraft Version. Server Size of 60 GB

The Survival Server, a private community survival server hosted on Minecraft Bedrock.



CLOUD

TB Cloud Server (ASCA), Hosts file sharing and shared cloud drives for my own personal projects and development projects of other groups.



DOCUMENTATION WEBSITE

Super Cool Archive, a whitelist only documentation site that hosts written tutorials, homework guides, notes for AP Classes such as AP Stat, and other useful resources.

THE SALEM PROJECT

SINGLE PLAYER HORROR VIDEO GAME| **DEVELOPER & PUBLISHER**

The Salem Project is a First-Person Horror Game under development in Unreal Engine 5. It takes place in a fictional (but real) town of Evergreens Colorado. The Current work in progress environments take inspiration from towns all over Colorado (including the actual Evergreen Colorado town). 2 Hours of content planned.



Creature Mesh Revision #1 For Video Game



Work In Progress Poster

PROJECTS & INVOLVEMENT

SIMPLY SIMPLE RIGS

ARMETURE AND ANIMATION LIBRARY | **CREATOR & ANIMATOR**

Simply Simple Rigs is an Animation and armature (a bone system used for making animations) library. The library includes a selection of base meshes for people to create their meshes out of, all of which are compatible with the animations cataloged in the library.

100+ ANIMATIONS UNDER DEVELOPMENT

5+

BASE RIGS & MESHES
PLANNED OR RELEASED

Male Humanoid Base Mesh

Used for animation and to create male humanoid 3D assets such as people, creatures, or Robots, 2.5 million Triangles Total (Non-Optimized Version)



COMPUTER BUILDING

SALES, BUILDER, CONFIGURATOR

Sold Computers under my own small business to the local community of North Houston. Provided tech support and trade-in services for computers/servers I sold or configured. This involved a lot of sales experience and customer care and service. achieving a 5-star average review on Facebook Marketplace and other review sites.

First Computer Sold

Specs: RYZEN 3 1300x, 8 GB DDR4 RAM, 500 GB SSD, ATX CASE, 500W BRONZE THERMALTAKE PSU, XFX RX 570 4GB





GENERAL EXPERIENCE

VIDEO EDITING

Over 4TB worth of footage edited and compiled into short movies, films, or other media. Utilizing Davinci Resolve for post-VFX, Color Grading, and filters.

GRAPHIC DESIGN

Graphic Design for Business use. Creation of logos and visual assets for Website, Commercial, or film use.

VIDEO GAME DEVELOPMENT

Primarily Video Game Development Projects in Unreal Engine 5. Over a dozen rough video game demos completed.

3D MODELING

Creating 3D models for use in various animation and video game projects. Skills included UV editing, mesh topology, sculpting, modeling, and anything that deals with making meshes or similar assets.

NETWORKING & IOT

Through the creation and continual development of my Server, I have learned a lot about internet protocols, networking, and general management of networks and servers.

VISUALIZATION & IDEAS

Near all of my Renders & Assets are created directly through memory. Over the years I have developed a good sense of scale, Visualization, and imaginative mind for more than just the art I create.

UPCOMING PROJECTS & EXPANSIONS

WEBSITE EXPANSION

 Support Pages, tutorials created from previous projects, and other content.

ASCA EXPANSION

- New Server Services, Increased Speed and Integration.
- Automated syncing of assets stored locally and on the cloud.

WRITINGS

 A Series of Short Stories depicting larger stories playing out in my renders & games.

DID NOT STUDY

 A catalog of coursework materials provided by myself and other students, hosted on my domains and websites.

SAMPLE GALLERY

