OSCAR CARRILLO

3D GENERALIST

CONTACT INFO

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PROFILE

I am a 3D generalist with a focus on characters and environment modeling with a passion for telling stories through visual elements in his artworks.

SUMMARY OF SKILLS

- Creating 3D assets from scratch and carrying them through the pipeline for game engine or cinematic projects.

- Using UV space properly and efficiently to aid the texturing process and achieve a desired look faster.

- Able to use simulation tools like marvelous designer and adapt the results as needed for the game pipeline.

- Using industry standard tools like zbrush and substance painter to create realistic or stylized textures that enhance 3D models.

- Ability to create procedural tillable textures with zbrush and designer.

- Advanced familiarity with Unreal Engine 5 navigation and setup to create complete Scenes.

- Creating custom shaders with adjustments in engine to enhance existing 3D assets and textures.

- Ability to communicate and work professionally in a team building environment.

EDUCATION

Bachelor of Fine Arts in Digital Production: Game Art Concentration
Gnomon School of Visual Effects
Los Angeles,CA.
2019-2022

Associate in Science Degree: Computer Integrated Design & Graphics.
Victorville Community College
Victorville, CA.
2013-2016

SKILLS/SOFTWARE

Modeling

-Maya
-Zbrush
-Speedtree
-Marvelous Designer

Texturing

-Substance painter
-Substance Designer
-Photoshop

Rendering/Other

-Unreal Engine
-Vray
-Marmoset
-Houdini
-Xgen

LANGUAGES

English (Fluent)
Spanish(Native)