



OSCAR CARRILLO 3D GENERALIST

CONTACT INFO

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SUMMARY OF SKILLS

- Advanced familiarity with Unreal Engine 5 workflow covering the full pipeline.
- Creating 3D assets from scratch optimize for game engines 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 games pipeline.
- Using industry standard tools like zbrush and substance painter to create realistic or stylized textures that enhance 3D models.
- Procedural tillable texture work using zbrush and designer.
- 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

EXPERIENCE

Realtime Artist (FOX Sports) - Nov 2022 - Present.

- Creating digital environments and AR elements optimized for real time to be used in an AR XR LED volume set and live broadcasts running Unreal engine.
- Responsibilities include 3D modeling, Texture and material work, Realtime VFX, Blueprint programming, Lighting and design, Animation.

SKILLS/SOFTWARE

Modeling

-Maya
-C4D
-Zbrush
-Speedtree
-Marvelous Designer

Rendering/Other

-Unreal Engine
-Vray
-Marmoset
-Houdini
-Xgen

Texturing

-Substance painter
-Substance Designer
-Photoshop

LANGUAGES

English (Fluent)
Spanish(Native)