

Work Experience

Modeler / Surfer :: Stellar Creative Lab (Apr 2023 - Jul 2023)

- Modeling and surfacing various assets according to their respective pipelines
- Updating pre-existing and external assets to current pipeline.
- Asset modification and optimization as required.

Surfacing Artist :: Mainframe Studios (Sept 2021 - Apr 2023)

- UV map assets for further use in pipeline.
- Texturing according to different requirements of the project.
- Render tests for approval procedure.
- Update existing materials to current pipeline.

3D Generalist :: Motive.io (Apr 2020 - Jun 2021)

- Create and modify 3D assets for medium-end VR platform.
- Environment creation and lighting.
- Character / Item rigging, hand-made animation and MoCap cleaning.
- Engine implementation and troubleshooting.

3D Artist :: IGG Canada (Dec 2017 - Oct 2018)

- 3D Environment creation using custom and existing assets.
- Camera setup, scene animations and rendering.
- Minor asset optimizations according to project requirements.
- Designing video ideas for advertising.

3D Artist / 2D Tech Animator :: IUGO Mobile Entmt (Aug 2014 - Dec 2017)

- Create, modify and optimize 3D assets.
- Animating 2D characters around a pipeline.
- Processing art sprites and implementing them in game editor.
- Improving and bug fixing for existing animations.

Notable Projects

Mainframe Studios :: Surfacing for several Barbie movie productions.

Motive.io :: VR training mining module for MSHA.

IGG :: Advertising for Lords Mobile and Conquerors: Clash of Crowns.

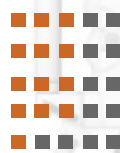
IUGO :: Shadow of War Mobile, Knights and Dragons and Walking Dead - Road to Survival.

Skills

Substance Painter
Adobe Suite
Affinity Suite
Blender
Maya



Unity Engine
Unreal Engine
Version Control / SVN
C# coding



ANTHARIAS

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