

Alex Villalba

3D Artist | Villalbaa1013@gmail.com | www.metaalex.arstation.com | 949-433-7898

Motivated and innovating 3D Artist with a knack for details and quality. Efficient in many major art software programs with strong knowledge in key workflows for game art. Adaptable to different projects and a self-organized artist to ensure consistency throughout the development process.

Skills

- Environment Modeling and Texturing
- Low and High Poly Modeling
- Baking high poly to low poly
- Optimal UV Unwrapping
- Engine Lighting
- Digital Sculpting
- Post processing
- Interior and exterior design

Software

- 3Ds Max
- Unreal Engine
- Substance Painter/Designer
- Zbrush
- Photoshop
- Headus UV-Layout
- V-Ray and Corona Renderer
- Adobe Premiere

Experience

Focus 360

3D Modeler, July 2017 – November 2020

Residential Arch Visualization Renderings

- Optimizing models from outsource
- Setting cameras, lighting and material application for residential renderings
- Create procedural substance materials
- Modeling and creating hardscape and landscape per plans using forest pack pro
- Help and coordinate implementation of substance workflow
- 3D modeler for VR department
- Lighting and texturing in Unreal Engine
- Virtual home tours implementation and interactive features in Unreal

Method Studios (Contract)

CG Generalist, July 2017 – September 2017

VR/Augmented reality asset modeler

- Low poly modeling and optimization fitted for device capability
- Created texture atlas' with Substance Painter and Photoshop
- Unwrapped models and placed UVs within atlas to appropriate texture space
- Placed assets in Unreal Engine according to the tone and look of the environment
- Optimized modeled assets by reducing tri count and reducing material draw calls
- Created multiple LODs for assets I modeled

MGI Design (Contract)

3D Artist, April 2017 – July 2017

Residential Arch Visualization Renderings

- Modeled the architecture for homes from ground up, as well as assets like furniture and equipment
- Rendered homes using Corona Renderer
- Lighting for exterior and interior scenes in Corona
- Created realistic materials and textures in Corona

Alchemedia 3D

Lead 3D Artist, January 2014 – October 2016

Retail Arch Visualization Renderings

- Rendering commercial retails and hospitalities using Vray and 3Ds Max
- Modeling/texturing/lighting custom assets and scenes 3Ds Max
- Lighting for exterior and interior scenes in Vray
- Coordinating with clients and designers via over the phone and video calls
- Lead small teams of two artists on projects while handling solo projects
- Trained new artist to our standard pipeline, which included: modeling, naming conventions, library structure.

Education

Art Institute of Orange County
Bachelor's Degree in Game Art and Design

Santa Ana, CA
December 2013

Accomplishments

IEEE GameSIG, Intercollegiate student competition.
1st place for Best Art
Honorable mention for Excellence in Innovation and Design