



Álvaro Ulloa

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I am a 3D character and environment modeler. Most of my recent work examples use Blender, Unreal Engine 5, Substance Designer, Armor Paint. I have had past experience with Substance Painter, Maya, Photoshop, Adobe After Effects, Adobe Illustrator, Krita, Nuke, and Autodesk Fusion 360. A significant portion of my characters and environments are designed by myself.

Professional Experience:

Professor's Assistant

August 2019 - March 2022

- I kept classrooms stocked with supplies, set up cameras, projectors and other equipment.
- Prior knowledge of the fundamentals of composition, color theory, perspective drawing, character design, and environment design were necessary for giving feedback on students' work.
- I worked for Principles of Design, Color Theory, Drawing Form, Drawing Studio, and Visual Communications.
- I mentored around 12-20 students per class.

Relevant projects:

Love Blooms

- I solo created the concept art for a dating simulator/ gardening simulator.
- I 3D modeled and rigged Sage, the love interest, in Blender.
- I 3D modeled all the nursery plants and the layout of Blooming Hearts Nursery in Blender.
- I created wood textures in ArmorPaint and blue tile and brick textures in Substance Designer.
- I rendered and lit the scene in Unreal Engine 5.

Princess Zukin #256fes challenge

- I 3D modeled a Dance Dance Revolution character with only 256 triangles.
- I rigged and animated a short dance for her in Blender.
- This project demonstrates my ability to create assets with extremely low poly counts.
- This project demonstrates my ability to work in other art styles.

Shipwreck Scene

- I created the sunken ship, arranged the scene in Unreal Engine, and lit and posed the cameras.
- I collaborated with classmate Marisa Du who made the sand texture and robot explorer.
- I collaborated with Yiduo Zhu who created the concept art of the robot.
- I purchased and arranged the coral from sketchfab user Julia Prokshina.

Education:

Otis College of Art and Design | Los Angeles, California

August 2018- May 2022

Bachelor of Fine Arts with Honors

GPA 3.71

Digital Media, Emphasis in Game and Entertainment Design

Awards:

Desert Art Center Scholarship

Otis College Dean's List 2018-2022

Skills:

Software:

Blender, Armor Paint, Substance Designer, Substance Painter, Unreal Engine, Maya, Photoshop, Adobe After Effects, Adobe Illustrator, Krita, Nuke, Autodesk Fusion 360

Other:

Character, environment, and prop design, illustration, drawing, painting, 2D and 3D animation, Sewing, Makeup

Languages:

English, Spanish

