

David Lobo

Character Artist

Heredia
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<https://dragndropgames.github.io/CharacterArtistPortfolio/>

EXPERIENCE

Freelance, Remotely— *3d Character Artist*

July 2022 - Currently

Working on several projects big and small for AAA and mobile game studios in various countries as a remote artist.

CGBot, Monterrey — *3d Artist*

April 2017 - October 2020

NBA Live 18 and 19 facial scan clean up. Remnant from the Ashes DLC (Armor for enemies and weapons), DC Universe Online (Superhero character skins), Shadow of the Colossus Remake 2018 (Environment statues), DarkSiders 3 (Environment statues), Among other projects.

Freelance, Remotely— *3d Artist*

July 2015 - December 2016

Worked on a few smaller projects while working on my portfolio and studies.

SKILLS

Character Modeling
Organic Modeling
Realistic and Stylized sculpting
Poly Modeling
High to Low poly Modeling
Map Baking
Texturing

Collaboration
Organization
Communication:
English and Spanish

SOFTWARE

Maya
Zbrush
Marvelous Designer
Substance Painter
Marmoset Toolbag
Unreal Engine 5

LANGUAGES

English and Spanish