



Javier Rollón Morán

3DArtist - Animator - Designer - Programmer



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(Click the image)

SKILLS

- Character Animation (rigging, facial, body, industrial...)
- 3D Modelling (organic & hard surfaces)
- Texturing (PBR, Old School, Unwrapping)
- Project Lead (idea - develope - producer - Selling)
- Programming (C & C++, scriptting)

TOOLS



AUTODESK
3DS MAX



Adobe
Photoshop



DaVinci
Resolve



SUBSTANCE
DESIGNER



OBS Studio



JRollon Planes - Laminar (2008 - 2026)

Create digital planes for **X-Plane simulator**, as freelance and as part of the **Laminar Research team** (2010-2017) in an effort to make professional planes also fun.



ORBX - Environment Artist Airports (2024)

Worked on several airports on the **Kola Map** for **Orbx Team** for **DCS world**.

Revistronic - Character Animator and 3D (2003-2009)

Texture Artist and Character Animator in Revistronic (closed) in project as **Fenimore Fillmore The Westerner** and **Witches** among others...



Rebel Act Studios - Character Animator (1998-2001)



The project that took me to this industry. We made **Blade of Darkness (Severance)** as an animator and mocap. Made the Windows version plus XBox one.

Hello!

Thanks for stopping by and spending some time with me. Yeah, I've been in the game industry for years and tackled a lot of challenges—back when I started, there wasn't a university that could actually teach you how to make a game. But that just pushed me to find my own way and made the process fun.

I'm a gamer at heart. You can't be a professional without playing and studying tons of games—starting with my first Sinclair Spectrum 48k when I was 10.

I also had to learn programming to make my own projects, especially when one of those gaming crises hit, combining it with my second passion: flying.

Right now, I'm still working, but I've been improving my C and C++ skills to prepare for the future at 42, through Fundación Telefónica.

Honestly, I feel like I need a push, and I'd love to be part of your team. Some of the best lessons I've learned came from working with others, learning together, and seeing a game through to being sold.



Thanks!