

Raphael Tobar

3D & GRAPHICS ARTIST

DETAILS

Lake Worth, Florida 33467

United States

256-691-6119

raphaeltobar@gmail.com

LINKS

[LinkedIn](#)

[Portfolio Site](#)

[Artstation](#)

SKILLS

HTML/CSS/JavaScript

Photoshop/Illustrator

AfterEffects/Premier

Indesign

Modo

Cinema4D

Blender

Octane Render

PlayCanvas

LANGUAGES

Spanish - Advanced

French - Conversational

English - Fluent

Profile

3D & graphics artist experienced in realtime WebGL content, AR ready assets, and advertising. Skilled in

- Photo manipulation
- Vector graphics
- 3D modeling/texturing
- Understanding of animation practices
- Video editing & motion graphics

Expertise in CAD to quad retopology and performant glTF/GLB pipelines for browser content. Delivered interactive work for adidas and Giphy; served as Lead 3D Artist on the Webby nominated "2020: The Ride" game

Work Experience

3D Artist, Naughty America, California

DEC 2020 - JAN 2025

- An online, browser app where the user creates and moves an avatar in a sandbox/open world to mingle and connect with other users in a suggestive to futuristic themed environment
- Created the world, structures, and miscellaneous sculptures
- Authored some GLSL effects, such as the water, through a special implementation by the team programmers

3D Technical Consultant

- Wrote comprehensive step-by-step documentation for the creation of avatars in conjunction with the importation of Mixamo animation assets
- This documentation served as the foundation for the client's modelers to help guide topics related to modeling (polygonal restraints); optimization, texturing organization, metadata authoring, and character rigging in the glTF/GLB format

NFT Artist, MakersPlace

JAN 2020 - JUN 2025

- Published digital artworks under the MakersPlace (now defunct) NFT art market
- [Samples](#) of works published

3D Modeler, Giphy, New York

JUN 2023 - JUN 2023

- Promotional material for Frame-by-Frame book
- Created the 3D assets and glTF optimizing for user-interaction
- [Demo](#)

3D Artist, adidas

JUN 2022 — JUN 2022

- Project promoting their new line of special design shoes. I worked on optimizing assets and collaborated on animation
- [Website promotional](#)

3D Modeler, Fort Standard, New York

MAR 2021 — JUN 2022

- Optimize CAD assets to quad topology, add meta-data for animating features, and deploy glTF and AR furniture content
- [Demo](#)

3D Modeler, Dark Igloo, New York

OCT 2021 — MAY 2022

- Built the levels, optimized assets provided, and created animations. See [Portfolio Site](#)
- Dark Igloo [Case-Study](#)
- [Press](#)

3D Artist, GigLabs, New York

SEPT 2021 — JAN 2022

- Design and build 3D & texturing assets to represent virtualized galleries or environments.
- Ported GLTF format into PlayCanvas

Lead 3D Artist, JenDotLu, New York

NOV 2020 — DEC 2020

- Worked as Lead 3D Artist for the game “2020: The Ride”, showcasing principal 3d assets and some animations for animal figures
- Developed in Unreal
- [Steam Listing](#)

Motion Designer, One Level Studios, Miami

AUG 2013 — OCT 2013

- 20 second logo fy-in for this company's anniversary
- [Video](#)

Marketing Director, Realty World Real Estate Center, Miami

MAR 2013 — OCT 2013

- Generated advertisement material and improved website presentation
- Lead with marketing strategies
- Recorded monthly real estate agent advertising expenses
- [Samples](#)

Motion/Graphics Designer, Vanity Cosmetic Center, Miami

MAY 2012 — FEB 2013

- Designed brochures & branding/logo refinement: [Samples](#)
- Animated a 30-second spot commercial (NBC6/ABC10). [Video](#)
- Created animated broadcasting elements for 30 minute interview aired (WSVN7). [Video](#)
- Created 30 minute infomercial (AmericaTV)

EDUCATION

Graphic Design, Art Institute of Miami, Miami

2012 — 2014

(Undergoing) BFA Degree in Graphic Design

Graphic Design, Rocky College of Art + Design, Online

2026 — TBA

BFA Degree in Graphic Design

HONORS & AWARDS

Webby Awards Nominee 2021

Considered to be the winner for 2021 in the category “Best VR Video.” Worked as Lead 3D artist on the project “2020: The Ride”