

RESUME
CARLOS GARCIA

theartofcarlos@gmail.com
carlosgarcia3d.artstation.com
carlosgarcia3d.artstation.com/pages/private-work
password: CG3D24

San Antonio, TX
210.279.5903

EXPERIENCE
PROFESSIONAL

University of the Incarnate Word

08/2022 - Present

Instructor & Modeling Concentration Coordinator - Character Modeling

- Redefined Modeling Curriculum, ensuring alignment with industry standards.
- Recruited, interviewed, and onboarded additional modeling faculty.
- Provided comprehensive advising to students as Faculty Advisor and Instructor.
- Taught various courses in Character Modeling and Environment Art in our Modeling Concentration.
- Designed, Created, and Instructed modeling course content for all cohorts.

343 Industries

06/2023 - 08/2023

3D Character Modeling - Contract

Projects Include: Halo Infinite

- Work closely with the Character Art Lead and Character artists to create believable sci-fi armors
- Created armor sets for the customization content for Season 5 & 6 "Cyber Showdown" operation launch specifically for the Chimera Spartan Core.
- Demonstrated expertise in utilizing Maya and ZBrush creating hard-surface armor utilizing 343's internal Crease Set workflow

BioWare

08/2021 - 11/2021

Lead Character Artist - Contract

Projects Include: Star Wars the Old Republic

- Worked closely with Tech Art and Leads to push the Modernization efforts for the 3D Character Art Pipeline
- Created Platinum Armor Sets for the Monetization Team
- Converted ILM Character Assets to SWTOR's character specifications
- Directed internal character team to maintain new practices and onboarded junior artist.

Qualcomm

06/2018 - 01/2022

Lead Character Artist - Character Supervisor

Clients Include: Unity, Epic, Framestore, International Outsource Studios, National Advertising Agencies

Projects Include: Fortnite Mobile, PUBG Mobile, Carbon Core: Brawl, Reign of Amira, Foundation

- Developed internal Cinematic/Marketing/Real-time character pipelines
- Directed internal character team to maintain consistency throughout multiple development cycles
- Created and Optimized 3D characters for runtime on various platforms and devices

Merge Labs, Inc

05/2017 - 10/2017

Lead Character Artist - Contract

Product Launched: The Merge Cube

- Created characters and props for AR/VR projects
- Optimized characters for runtime on several devices and platforms
- Textured utilizing Substance Painter for both Unity and Unreal.
- Asset setup in Unity including Mesh, Skeleton, Shader/Material, and LOD setup.

Spoon Designs, LLC

11/2013 - 08/2017

3D Character Artist and Generalist

Projects and Clients Include: The Walking Dead: March to War, Los Alamos National Laboratory, Retail Me Not, Justice Media Labs

- Modeling Supervisor on Several Projects
- Developed pipeline for various Real-Time and Pre-Rendered content
- Optimized game assets for Unity ported projects
- Physically Based Rendering (PBR) utilizing Substance Painter and Quixel Suite
- Asset setup and integration within Unity and Unreal Engine

Booz Allen Hamilton

05/2015 - 12/2015

3D Character Artist and Generalist

- Hard-Surface asset creation for military tech simulations and games
- Optimized game assets for Unity ported projects
- Textured utilizing Substance Painter and Quixel Suite
- Asset setup and integration within Unity

Walt Disney Animation Studio

06/2015 - 08/2015

3D Character Artist - Talent Development

- Sculpted character for feature ready production pipeline
- Optimized character with production ready topology
- Look Development for both Characters and Props
- Developed a short-film from concept to final film

EXPERIENCE
ACADEMIC

Class Creatives, Inc

09/2019 - 12/2021

Vice President and Instructor

Kajaani University, Ketunpolku, Finland

09/2019 - 05/2020

Part-time Instructor (Spring)

EDUCATION

University of the Incarnate Word

08/2023 - Present

MGD in Game Environment Arts

01/2013 - 08/2017

BFA in 3D Animation and Game Design