



Ulysses Jesus Hidalgo

3D CHARACTER ARTIST & DIGITAL SCULPTOR

Phone Number: 661-759-9986

Portfolio: <https://laceunlimited.artstation.com/>

Email: laceunlimited@gmail.com

EDUCATION

2012-2014

Los Angeles Film School

*Degree of Associate of
Science in Computer
Animation; Hollywood CA*

- Activities and Societies:
Concept Design,
3D Modeling,
Texture, Rigging, Animation
Motion Graphics, Lighting,
Visual Effect Compositing,
Video Editing. Game
Development, and Digital
Communication & Multimedia.

SKILLS

Character design
Texturing
Uv's
Baking
Painting
Technical drawing
Project Management
Communication
Collaboration
High and Low Poly

SOFTWARES

-Maya 2018
-Zbrush 2019
-Adobe Photoshop
-Keyshot 8
-Substance Painter 2
-Marmoset Toolbag 3
-Microsoft Office
-Word
-Excel
-Power Point

Work Experience

Flash Forward Games; Freelance 3D Character Artist
2019

March 2019 – April

-Received assets and Re-topology and break down UV's.
-Baking down Textures Maps for 3D Models and Characters. Diffuse, Normal, Specular, Gloss, Ambient
Occlusion
-All concepts that was giving I converted it in to 3D Model & Character
-Communication with Team Lead and Concept Artist for correction or changes on a daily basis.
-Programs that were used: Maya 2018, Zbrush 2018, Photoshop, Substance Painter, Marmoset
-Make High and Low Poly for all 3D models and characters

Epoch Games; Freelance Volunteer 3D Character Artist
2019

May 2018 – April

-3D Character Artist
-Digital Sculptor for Human or Creatures
-Each model making UV Maps
-Paint and bake Maps
-Importing Different add sets Unreal Engine
-Having a well communication with 3D Art Team

Floor 84 Studio; Freelance 3D Artist & 3D Character Artist for Pancake Milkshake Disney
August 2018- October 2018

-Worked on a Motion picture for a Multi-platform / iOS Apple
-Received assets and Re-topology and break down UV's.
-Baking down Textures Maps for 3D Models and Characters. Diffuse, Normal, Specular, Gloss, Ambient
Occlusion, Opacity
-All concepts that was giving I converted it in to 3D Model & Character
-Communication with Team Lead and Concept Artist for correction or changes on a daily basis.
-Texture the Diffuse map
-Render all 3D models in Keyshots7
-Programs that were used: Maya 2018, Zbrush 2018, Photoshop, Keyshot7, Substance Painter,

Volunteer Experience & Reference

2014 1st ZBrush Summit (Pixologic) Intern; Hollywood, CA

Boston, MA Missionary

-Youth Leader
-Faith Formation Catechist
-Janitor Assistant
-Receptionist / Office Assistant

January 2015 - July 2017

-Website designer/Bulletin Editor
-Spanish Religious Education Director
-Chief

Reference: List will need to be asked through email. Thank you for understanding; I look forward for the opportunity and hearing from you soon.