

Oliver Barraza

MERCURIAL FORGE

3D Character Artist

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EDUCATION

BS - Game Art & Design

Art Institute of California

San Francisco, CA

PROFICIENCIES

Anatomy

Sculpting

Geometry for Animation

Characters & Props

Material Creation

Scripting

SOFTWARE

UE4

Unity

Maya

ZBrush

Substance Painter

Marvelous Designer

3D Coat

C++

C#

WORK HISTORY

Freelance Character Artist, June 2017 - May 2019

Various Titles

- Toys For Bob on *"Spyro: Reignited Trilogy"*
- Spiritwalk Game on *"Shardbound"*
- Character work for Indie Developers
- Translate stylised 2D concept art into 3D in-game models
- Self-directed 3D Character Artist work for both indie and AAA teams
- High | Low poly modeling, texturing, and shader creation of Characters and Props
- Work directly with art director to create high-quality in-game assets
- Communicates clearly and often to guarantee expected quality

Academy of Art University, San Francisco, CA

Adjunct Instructor, Aug 2017 - Dec 2018

- Game Development Department
- Teaching graduate level anatomy and character art classes

Helios Interactive, San Francisco, CA

Senior Unreal Developer, Jan 2014 - June 2017

- Supervised external and internal art teams
- Assisted artists and animators with importing, exporting, and rigging characters
- Created internal UE4 project and asset naming conventions
- Developed twelve interactive experiences for companies like Google, VISA, Under Armour, US Navy, and IBM

Mixamo Inc., San Francisco, CA

Technical Artist, Oct 2010 - Sept 2013

- Animation technical support for Unity 3 & 4 + Unreal UDK
- Character model acquisition: screened incoming models for quality in areas of topology, UV layout, texture quality, and marketability
- Eleven different presentations at GDC, GDC Online, and Unite between 2011 and 2013

Lamplighter Studios, San Francisco, CA

Character Artist, Sept 2008 - Mar 2009

- Clients included: Sony, Disney, Rockstar, and Zynga
- Created high-poly sculpts, low-poly retopology, UV layouts and textures
- Supervised a team of 17 character artists setting standards and providing daily feedback