

## **Francis Charles Deogracias**

Los Angeles, CA - 3Deogracias@gmail.com – [www.charli3d.com](http://www.charli3d.com) - (619)446-9765

### **SUMMARY OF QUALIFICATIONS**

Seven years of experience in 3D modeling, digitally sculpting detailed models, and creating photo-realistic/hand painted textures. Highly skilled in modeling high and low polygon assets, as well as baking normal maps. Experienced with importing meshes and setting up shaders in Unreal Development Kit, Unreal Engine 4, and various proprietary engines. Emphasis on traditional art application, such as lighting, color, silhouette, style and overall composition in created assets and scenes.

### **SKILLS**

3DS Max, Maya, Modo, Photoshop, Quixel Suite, Mari, Unreal Development Kit, Unreal Engine 4, Zbrush, Mudbox, UV Layout Pro, X Normals, Crazy Bump, 3D Modeling, 3D Sculpting, Normal, Diffuse, Gloss, and Specular Maps, PBR Textures, Lighting, Particles, VFX

### **WORK EXPERIENCE**

#### **3D Artist**

Freelance. Los Angeles, CA. June 2012 – Present

- Model, texture, and render high quality environments, props, visualizations, and 3d graphics as specified by clients for real time game engines and pre-rendered applications. Texturing in PBR(metalness and specular workflows) and last gen(diffuse, specular, normal map) formats. Importing assets and setting up material shaders in various game engines. Skilled in optimizing use of polygon/triangles, textures, and UV space to meet technical targets while maintaining visual fidelity.

#### **3D Modeler**

Evox Images. Los Angeles, CA. June 2013 – February 2016

- 3D model high quality, photorealistic CG cars for use in websites, commercials and pitches. Served as the lead modeler for various OEM projects for clients such as Honda, Fiat, Nissan, and others.

#### **3D Artist**

Heavy Water. San Diego, CA. September 2011 – January 2012

- Designed, modeled, and textured natural and architectural geometry. Created interactive objects and animations. Collaborated with other members of the team to create levels and environments.

#### **Integration/3D Artist**

Sony Computer Entertainment America. San Diego, CA. October 2010 – May 2011

- Prepared game meshes to be put into Playstation Home. Painted skin weights, modeled, and edited models and textures as directed by a lead artist. Created VFX for items. Modeled and textured assets.

### **CREATIVE EXPERIENCE**

#### **Team Leader, Environment and Prop Artist**

Sony Online Entertainment Mentorship Program. San Diego, CA. January 2010 – June 2010

- Led a team of artists in creating an environment based off of Sony Online Entertainment's Everquest II, while receiving guidance and criticism from SOE's Art Team and Director. Organized and directed team in order to hit deadlines for each presentation. Modeled and textured assets as well as oversaw art direction.

## **EDUCATION**

Bachelor of Science – Game Art & Design September 2010 The Art Institute of California – San Diego

## **PERSONAL PROFILE**

Enthusiastic and reliable with a strong sense of urgency for deadlines and priorities. Capable of working under pressure as a contributing member of the team as well as under my own initiative. Positive attitude when solving problems and motivated to learn new things.