

Romel Revollo | 3D Character Artist

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Experience

SEPTEMBER 2016 - PRESENT

nWay, San Francisco CA - Lead 3D Artist

- 3D Lead on two live projects simultaneously (console and mobile)
- Managed internal and external teams daily
- Character art - characters, creatures, and weapons
- Set up and submitted to IP holder in stages for approval of art
- Pipeline set up for characters which included, high to low models, texture process specific to in-house shader tech, and rig which I worked closely with engineer and tech artist to create
- Participate with feedback and art tasks for 2D department
- Documentation, planning, scheduling, internal and external assignment preparation
- Unity Game Engine

MARCH 2011 - SEPTEMBER 2016

S2 Games, Petaluma CA - Senior Character Artist

- Model and texture characters, creatures, weapons, and fixtures
- Hand painted and PBR texture work
- Contributed to overall style of characters
- Concepted character variation/skins
- Unreal Engine 4

APRIL 2007 - MARCH 2011

EA Bioware/Mythic Ent, Fairfax VA - Character Artist

- Modeling and texturing various armor sets, head variations, creatures, playable, non-playable characters, and items
- Created assets within the limitations of real-time MMO character art.

APRIL 2015 - PRESENT

Freelance - Senior Character Artist

- Model and texture characters, creatures
- Hand painted and PBR texture work
- Improved upon concepts to deliver appropriate 3d asset for project
- Scheduled accordingly for assignment due dates
- Communication and file submissions using BaseCamp

JUNE 2005 - JANUARY 2006

Dynamic Animation systems, Fairfax VA - Game Artist Intern

- Modeling, texturing, and collision setup for assets in military training simulation
- In-house game engine

Projects

Power Rangers : Battle for the Grid (Console)

Release Date: Mar 2019

Genre: Fighting

Power Rangers : Legacy Wars (Mobile)

Release Date: Mar 2017

Genre: PvP Card/Fighting Hybrid

Savage: Resurrection (PC)

Release Date: Aug 2016

Genre: Real-time strategy/First-person shooter

Paragon (PC)

Release Date: Feb 2016

Genre: Multiplayer online battle arena

Dungeon Hunter 5 (Mobile)

Release Date: Mar 2015

Genre: Action role-playing, hack and slash

Strife (PC)

Release Date: May 2015

Genre: Multiplayer online battle arena

Heroes of Newerth (PC)

Release Date: May 2010

Genre: Multiplayer online battle arena

Ultima Forever: Quest for the Avatar (Mobile)

Release Date: Aug 2013

Genre: Action Role-Playing

Warhammer Online: Age of Reckoning (PC)

Release Date: Sept 2008

Genre: MMORPG

The Land of the Dead (Warhammer Online Expansion)

Release Date: June 2009

Genre: MMORPG

The Verminous Horde (Warhammer Online Expansion)

Release Date: November 2010

Genre: MMORPG

Software and Skills

zBrush

Substance Painter

3ds Max

Photoshop

Unreal Engine 4

Unity

- Hand painted and PBR texture work
- Low and High Poly Modeling (Organic and hard surface)
- Work within an established art style to maintain project consistency
- Experience with high-profile licensed IP (Warhammer + Power Rangers + StreetFighter)
- Experienced in MMO, MOBA, FPS, Fighting, Console and Mobile constraints:
- Planning for Rig and Animation reuse, Armor and Body layering, etc.
- Adapting Concept Art to Character and Animation system limitations

Education

APRIL 2004 -DECEMBER 2006

Art Institute, Washington DC - Bachelor of Fine Arts in Animation