

# Marlon Pacheco

**Portfolio:** <https://www.marlonsworld.com/>

## Recruiter's Summary:

- Marlor brings over 10 years of experience in the computer graphics industry, with a strong proficiency in 3D Modeling, Autodesk Maya, Zbrush, and other essential software like Substance Painter, Blender, and Photoshop.
- He has demonstrated exceptional skills in face sculpting, particularly during his work on Madden Football titles at EA Sports and other projects.
- Throughout his career, Marlor has specialized in retopology and blendshape creation, particularly during his tenure at Shift Pixy Labs and EA Sports.
- Marlor has comprehensive experience in rigging and animation, having performed these tasks across various roles, including at Ghost Punch Games and Compliant Gaming LLC.
- He is a remote candidate and available for interview with a prior notice of 24-48 hours.

## Skill Matrix

Skill	Experience	Last Used	Organization/ Client
3D Modelling	10+ Years	Sep 2023 – April 2024	Ghost Punch Games
Sculpting (Face Sculpting)	10+ Years	Sep 2023 – April 2024	Ghost Punch Games
Retopology and Blendshape Creation	6+ years	Sep 2023 – April 2024	Ghost Punch Games
Rigging	6+ years	Sep 2023 – April 2024	Ghost Punch Games

## Education:

- Bachelor's in fine arts, Miami International University of Art, and Design, 2000 - 2006

## Technical Skills:

- Blender
- Adobe Suite
- Face Sculpting
- Blendshape
- Retopology
- Animation
- Unity
- Maya
- Zbrush
- High & Low-Resolution Polygon Modeling
- UV Mapping
- Normal Mappin
- Displacement Mapping
- Digital Sculpting
- Texturing
- Rigging
- Rendering (Mental Ray, V-Ray)
- PBR
- Lighting
- Lay Out and Storyboards

## Summary of Qualification:

- A motivated and passionate 3D Artist with a proven ability to develop high quality, life like models as well as having a solid understanding of building stories, commercial and game art processes.
- Proficient in creating visually captivating and lifelike character designs for AAA video games.
- Experienced in modelling, sculpting and texturing skills, especially Facial, Character, and Object.
- Knowledge of Unity, Frostbite, Unreal.
- Up to date with the latest 3D trends and cutting-edge technology.
- Able to design & develop graphics in multiple formats including video, i.e.,
- Adept at collaborating with cross-functional teams to deliver high-quality assets.
- Beyond his experience with major game titles, continually stayed updated with the latest trends and techniques in character artistry.
- Proficient in industry- standard software such as Autodesk Maya, Z-Brush, Mud-Box, Substance Painter, Blender, Photoshop, Premiere Pro and After Effects

## Professional Experience:

**Sr. Character Artist**  
**Ghost Punch Games**

**Sep 2023 – April 2024**

- Worked as a contractor on the "Risk of Rain" PC title from Gear Box, responsible for modeling and texturing characters based on concept art.
- Utilize extensive experience with Autodesk Maya and Zbrush to create high-quality 3D character models, ensuring they meet detailed specifications and are ready for integration into game engines such as Unity.
- Perform retopology on scanned and hand-sculpted models to optimize them for animation and real-time rendering, ensuring a balance between detail and performance.
- Performed comprehensive 3D modeling, texturing, shading, rigging, binding, and animation to create high-quality assets.

### **Sr. CG Artist**

**April 2021 – July 2023**

#### **Shift Pixy Labs**

- Started as a prototype artist, contributing to the development of mobile games, augmented reality (AR), and virtual reality (VR) projects.
- Utilized expertise in Autodesk Maya and Zbrush to create detailed and high-quality 3D character models.
- Specialized in facial retopology, improving the realism and animation readiness of character models.
- Collaborated with cross-functional teams to deliver high-quality CG assets on time and according to project specifications.
- Performed comprehensive 3D modeling, texturing, shading, rigging, binding, and animation to create high-quality assets for various projects.
- Creating detailed 3D models, ensuring optimal performance and visual fidelity across various platforms and applications

*Reason for Gap: Covid*

### **Game Artist**

#### **Compliant Gaming LLC Orlando, Florida Area**

**Jun 2018 – Aug 2020**

- Developed company and product branding materials, modifying existing content and creating new content for electronic pull tab and spinning reel games.
- Assisted in the concept development of new games, contributing ideas for gameplay mechanics, visual style, and branding.
- Performed comprehensive 3D modeling, texturing, shading, rigging, binding, and animation to create high-quality assets for various projects.
- Created initial draft artwork and collaborated with team members to refine and finalize game assets.

### **Character Artist**

#### **EA Sports**

**June 2015 – June 2018**

- Worked on Madden Football titles 16, 17, and 18, creating player and coach head sculpts, updating uniforms, and designing crowd models.
- Specialized in detailed facial sculpting and 3D modeling to enhance the realism and individuality of character models.
- Applied extensive topology experience to ensure character models were optimized for animation and performance.
- Performed comprehensive 3D modeling, texturing, shading, rigging, binding, and animation to create high-quality assets.
- Collaborated with other artists and animators to ensure consistency and quality across all character assets.

### **Computer Graphic Designer**

#### **Zimmerman Advertising, Ft Lauderdale**

**Jan 2014 – Aug 2015**

- Created detailed environments and hard surface assets for television commercials, contributing to visually compelling advertisements.
- Worked closely with creative directors and clients to bring their vision to life through high-quality 3D models and scenes.
- Ensured that all assets met technical requirements and were delivered on schedule.

### **CG Artist**

#### **SPINE3D, Miami Lakes FL**

**Mar 2013 – Aug 2014**

- Create environments and hard surface assets for real estate clients.
- Create and edit content for infomercial videos.

**Cg Artist**

**Reel FX, Dallas TX**

**Jan 2011 – Nov 2012**

- Performed Modeling, texturing, shading, rigging, binding & animation.
- Took responsibility for developing storyboards and pre-visual animation, aiding in the conceptualization and planning stages of projects. Collaborated closely with directors and other team members to visualize the narrative flow and key scenes.