

# Alvin Toribio

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## Summary

<http://www.serriffe.com/>

## Experience

### **3D General RT Artist ( Freelance )**

gotomedia

Jun 2019 - Present (1 year 11 months +)

GotoMedia

Responsibilities

-NDA

Cisco Systems

Responsibilities

-Converting or creating 3D models from Cisco's product line into 3D viewable web format models ( Sketchfab )

-Lead a VR project prototype demo to show potential to creative director.

Sketchfab Cisco Products

<https://sketchfab.com/CiscoIBNGmedia>

### **3D General Artist**

Leia Inc.

Dec 2019 - Jul 2020 (8 months)

Responsibilities

-Prototyping inter-active demos for Leia's ground breaking stereoscopic touch display utilizing Unity.

-Creating 3D models / editing ready made 3D assets for Art development for Unity

-Basic programming / basic code editing in Mel, Python for Maya; C# and CG shaders for special projects in Unity. Help pipeline export and trouble-shoot character animations for animators from Maya into Unity

### **3D Artist / UE4 - ( Contract work )**

Transparent House

Dec 2018 - Apr 2019 (5 months)

Responsibilities

-Optimizing 3D assets, lighting and creating cinematic fly-thru animation from a large scale 3D model plans into a real-time graphics engine ( Unreal Engine 4 )

## **Environment Artist ( Contract work )**

Unity Technologies

Mar 2018 - Jun 2018 (4 months)

Baymax Dreams

A Unity Technologies and Disney collaboration project. I was responsible for environment prototyping, layout or grey-boxing and creating lighting builds for the first ever real-time TV broadcast short for Big Hero 6's Baymax using the Unity Editor.

Award: Emmy

<https://blogs.unity3d.com/2018/11/21/unity-wins-its-first-technology-and-engineering-emmy-award/>

## **Architectural Visualization Artist / Tech and Creative Lead for VR ( Real-Time Graphics )**

DES Architects + Engineers

Jan 2014 - Dec 2017 (4 years)

Responsibilities

-Creating and preparing 3D models of interior and exterior assets into environments renders based on Architect's and Interior Designer's drawing specifications. All project progress from concept to final, Unreal Engine 4 / 3DS Max with Corona / V-ray are all utilized.

-Lead product and research developer for real-time graphics / Tech Graphics communicator for Architects /designers and clients.

-Lead VR developer. VR evangelist for company designers and for visiting special potential / VIP clients.

-Basic Graphics duties include; compositing architectural renderings and creating CGI Animations using 3DS Max with Corona or Vray.

-Tech App Product developer and Product App Salesman for our VIP client's sales tools ( 181 Fremont Residential and Commercial )

## **Producer ( Real-Time Graphics and VR Developer )**

Steelblue

Jul 2016 - Dec 2016 (6 months)

Responsibilities

-Converting Architect's design models or initial massing designs from Revit/Sketchup to Unreal Engine 4 for Real-time and VR Demo ( HTC Vive ) as an integration for virtual design pipeline for clients.

-Basic Gear VR ( Unity 4 ) App Management, Code Editing and App Deployment

-VR App Developer for investigating other possible VR application for Architects and Marketing Clients.

## **Environment Artist**

SANZARU

Oct 2007 - Jul 2012 (4 years 10 months)

## Responsibilities

Playstation 3 - " Sly Cooper 4: Thieves in Time "

- Worked closely with game play designers, texture artist, concept artist and programmers through out level or environment art progression
- Managed creation of environments, props and lighting and play-test.

Nintendo Wii - " Mystery Case Files: Malgrave Incident "

- Worked closely with game play designers, texture artist, concept artist and programmers through out level and environment art progression.
- Managed creation of environments, props and lighting and play-test.

## Education



### Academy of Art University

3D Graphics in Games, 3D Graphics | Games

2001 - 2006

## Skills

Maya • Environment Art • VR • Texturing • Modeling • 3D Modeling • Lighting • Game Development • Video Games • 3D

## Honors & Awards



### Emmy for Unity Technologies ( Baymax Dreams ) - The National Academy of Television Arts and Sciences

Nov 2018

<https://blogs.unity3d.com/2018/11/21/unity-wins-its-first-technology-and-engineering-emmy-award/>

I was part of the Art team that help create the first ever 3 animated game engine animation shorts for a collaboration project with Unity Technologies and Disney.