


# Alvin Toribio

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## Summary

Portfolio

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

## Experience



### 3D / Technical Artist

Leia Inc.

Dec 2019 - Jul 2020 (8 months)

Responsibilities

-Prototyping and creating inter-active demos for Leia's ground breaking stereoscopic display using Unity.

-Responsibilities include; creating 3D models or editing ready made 3D Assets for 3D art development into Unity; help pipeline export and trouble-shoot character animations for animators in Unity.

-Other task include, deploying APK builds for Android and creating PC executables for development iterations from Unity to Leia Display Platform.

-Miscellaneous task; basic programming or basic code editing in Mel, Python, C# and CG shaders for certain special projects in Unity. Help trouble-shoot general Unity pipeline.



### 3D General Artist ( Real Time Graphics )

Gotomedia, Cisco

Jun 2019 - Nov 2019 (6 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 Artist / UE4 - ( Contract work )

Transparent House

Dec 2018 - Apr 2019 (5 months)

Responsibilities

-Creating and converting raw 3D assets, lighting preparation and preparing cinematic fly-thru animation from a large scale 3D model plans into a real-time graphics engine ( Unreal Engine 4 ) for client's sophisticated interactive presentations.

## **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 build for the first ever real-time TV broadcast short for Big Hero 6's Baymax using the Unity Editor.

Behind the Scenes

<https://unity.com/madewith/baymax-dreams>

Award: An 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.

Tomozaru Games ( Satelite Studio )

iOS Game - Dark Manor

-Integrating and creating 3D cards for hidden objects and background painted by concept artist into in-house game engine.

-Creating game effects and also helped minor game-play mechanics

## Education

### Academy of Art University

3D Graphics in Games, 3D Graphics | Games

2001 - 2006

## Skills

Environment Art • VR • Texturing • 3D Modeling • Lighting • Game Development • Programming • Photography

## Honors & Awards

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

Nov 2018

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.

Article:

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