

Adrian Troncoso
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EXPERIENCE

Andre Elijah Immersive

Los Angeles, Ca
July/2023-Present

3D Generalist

- Creating natural organic environments for VR in Unity
- Modeling and texturing variety of 3D Models (architecture, foliage, props) from photo reference and concept art
- Producing realistic rock formations by sculpting in Maya and Zbrush
- Collaborating with team to turn 2D concept images into realized levels for VR gameplay

Mold 3D Studios

Los Angeles, Ca
March/2023-July/2023

3D Generalist

- Modeled architecture, props, set dressing 3D assets using Maya, Zbrush
- Optimized production ready assets for Unreal Engine and Nanite
- Worked with Art Directors to match style for modeling and props
- Applied low poly modeling techniques to properly optimize asset kits, setting up LODs
- Used Substance Painter to texture and look develop assets for Unreal Engine

Narwhal Studios

Los Angeles, Ca
September/2021-October/2022

3D Generalist

Lucasfilm Ltd. Episodic Show for Disney+ (Unreleased)

- 3D Modeled environment art, props, architecture, including 3D texturing and lighting
- Set dressed scenes for layout and lighting in Unreal Engine
- Optimized assets for Virtual Production and VR scouts
- Scanned, solved, cleaned up photogrammetry assets for environment building
- ***Lucasfilm Ltd. Episodic Show for Disney+ (Unreleased)***
- Traveled to set to capture reference photography and scans for photogrammetry
- Maintained and filed dozens of 3D assets from multiple shows
- Refining art assets prioritizing performance for Unreal Engine and Virtual Production

Universal Episodic Show (Unreleased)

- Created architecture and props using Maya, Zbrush, Substance Painter
- Maintained and filed dozens of 3D assets from multiple shows

Hello Scholar Animation

Los Angeles, Ca
June/2021-July/2021

CG Modeler

- Worked under the Art Directors to design and 3D model architecture needed for production based on reference
- Modeled foliage, modular based environments for commercial projects
- Laid out environment props and architecture, set dressing with asset library

Createdelic LLC

Remote
January/2020-August/2021

Environment Artist

- Led design on multiple video game environments, building modular assets to increase efficiency of level creation
- Modeled, 3D Textured, and set dressed levels throughout the game
- Built out environments for Unity, set dressing and lighting

Keed Productions

Remote
January/2018-November/2019

3D Artist

- 3D Modeled and Textured background props and vehicles, working with art directors to match artistic styles
- Modeled props using Autodesk Maya, Zbrush
- Created 2D concepts to translate to 3D
- Set dressing for background shots for animated films

EDUCATION

California State University Northridge

Northridge, Ca
2012-2016

BA, Art/Animation

SKILLS AND PERSONAL

- 3D Modeling, Sculpting, 3D Texturing, Set Dressing, Lighting, Virtual Production, Photogrammetry capturing and solving
- Maya, Zbrush, Substance Painter, Unreal Engine, Unity, Reality Capture, Marmoset Tool bag, Photoshop