

Luis Castro

Senior 3D Environment & Hard Surface Game Artist

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PROFESSIONAL EXPERIENCE

Last Expedition (Pre-Alpha) - 3D Hard Surface/Prop artist/WB, Gala/5by5, 2023-2024
High on Knife (DLC) - 3D Environment/World Builder Artist, Squanch Games, 2022-2023
High on Life - 3D Environment/Generalist/World Builder Artist, Squanch Games, 2020-2022
HALO Infinite - 3D Hard Surface/Prop artist/ World Builder, Certain Affinity, 2019-2020
Transformers:Re-Activate -World Builder/HardSurface Artist, Certain Affinity, 2017-2019
World Of Tanks 1.0 -Hard Surface prop artist/Foliage artist/WB, Certain Affinity, 2016-2017

EMPLOYMENT

Gala Games/5by5, Sheridan, WY – Senior HS Artist/Environment/World Builder.

OCTOBER 2023 – AUGUST 2024.

- Creation of Hardsurface assets; All the creation pipeline from kitbash on grid modular sets to big, medium and small prop and integration in UE5 using latest practices.
- Provide mentorship and guidance for workflows related to modeling techniques on Blender.
- Ensure the integration and optimization of environmental assets within UE5..
- Responsible for creating High detailed, hard surface assets and Environmental pieces.
- Worked closely with manager and team-mates maintaining a constant communication in a work from home environment.
- Contributed to aspects of the production process including Implementation, OS quality bar requirements, file structure setup, and deadlines.
- Playtest and ensure the game runs within performance..

Squanch Games, Raleigh, NC – 3D Environment Artist/World Builder/HS Prop Artist.

OCTOBER 2020 – OCTOBER 2023

- Flexibility across all disciplines of the Environment Artist role as a whole; from creating “Hero” Props, (Hard surface and Organic modeling), to creating whole playable environments and being in charge of setting the environment lighting and pros-process setups to meet the ideas of the Art Director.
- Vast knowledge of modeling practices using software like blender and helped educate team members about such practices.
- Tasked with whole scenes with little to none concept art.
- Apply expertise in composition, lighting and color theory to create engaging and atmospheric environments.
- Ensure the integration and optimization of environmental assets within game engines.
- Responsible for creating High detailed hard surface assets and Environmental PoIs.

PROGRAMS

Blender
Maya
3DS Max
ZBrush
Fusion 360
3DCoat
Plasticity
Adobe Modeler
Quixel Suite
UVLayout
XNormal
Marmoset
Toolbag
Substance
Painter
Substance
Designer
Unreal Engine
Unity Engine
Adobe Photoshop

LANGUAGES

English
Spanish

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 - Contributed to aspects of the production process including Implementation, OS quality bar requirements, file structure setup, and deadlines.

Certain Affinity, Austin, TX - 3D Environment/World Builder/Hard Surface Prop Artist.

OCTOBER 2017 - OCTOBER 2020

- Created environmental architectural pieces to help set an example of quality.
- Creation of PoI spaces and Hero assets.
- Demonstrated the knowledge of multiple skills to help out the team where they needed the most help at.
- Adaptation to different Game Engines to meet the quality of our partners.

Certain Affinity, Austin, TX - Associate 3D Environment/Hard Surface Prop Artist.

JULY 2016 - AUGUST 2017

- End up being in charge of the pipeline and creation as a foliage artist for two games.
- Creation of multiple "Hero" props on different pipelines, for different contractors.
- Implementing assets from modeling to engine, using different proprietary Game Engines.

EDUCATION

Art Institute, Austin, TX - *Employed Before Completion*

Bachelor of Fine Arts: Game Art and Design.