






Mario E. Granillo 3D Artist

 Website www.antharias.com

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Skills

Photoshop 
Illustrator 
Maya 
Unity Engine 

Blender 
Unreal 
ZBrush 
Substance Painter 

Krita 
Affinity Suite 
Version Control / SVN 

Work Experience

3D Generalist Motive.io (April 2020 - Current)

- Create and modify 3D assets for medium-end VR platform.
- Environment creation and lighting.
- Character / Item rigging and animation.
- Engine implementation and troubleshooting.

Artist Freelancer Anthlancer Games (March 2019 - March 2020)

- 3D Sculpting, UV mapping, Topology optimization, Texturing and Animation.
- Creation of 3D assets according to project requirements.

3D Artist IGG Canada (December 2017 – October 2008)

- 3D Environment creation using custom and existing assets.
- Camera setup, scene animations and rendering.
- Minor asset optimizations according to project requirements.
- Designing video ideas for advertising.

3D Artist / 2D Tech Animator IUGO Mobile Entertainment (August 2014 – December 2017)

- Create, modify and optimize 3D assets.
- Animating 2D characters around a pipeline.
- Processing art sprites and implementing them in game editor.
- Improving and bug fixing for existing animations.

Level Design Teacher's Assistant Vancouver Film School (July 2012 – April 2013)

- Teach about the visual approach to a level and how to improve the documentation with graphic design principles.
- Troubleshoot and supporting students.

Notable Projects

IGG  Advertising for Lords Mobile and Conquerors: Clash of Crowns.

IUGO  Shadow of War Mobile, Knights and Dragons and Walking Dead - Road to Survival.

Personal  Questria Rise of the Robot Skullfaces, Terminus Station and Hextraction (unreleased).

ANTHARIAS

