Rey John Hilario

3D Environment Artist

PROFILE

Hello! I'm John a self-taught 3D artist Throughout my career as a 3D Artist, I have developed strong skills in texturing, lighting, and rendering (Maya, Arnold, UnrealEngine, Substance), which have enabled me to excel in roles such as 3D Environment Artist. My passion for Unreal Engine drives me to stay constantly updated on the latest trends and innovations in the field.

I am always seeking new, challenging opportunities that allow me to leverage my expertise as a 3D Artist. I am enthusiastic about connecting with other professionals in the industry to share ideas and foster a continuous exchange of knowledge and creativity.

CONTACT ME

Date of Birth: 13 December 1990
Address: Italy
Phone: -
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EXPERIENCE

- **3D ENVIRONMENT ARTIST - 10-2021/ Present**
  WinterVideo Milano Srl
  Unreal Engine 5, Maya Autodesk Environment design

- **LIGHTING TECHNICIAN - 09-2018/ 02-2020**
  Evolution Rentv Srl
  Set Lighting control, DMX Protocol

- **MECHANICAL DESING - 04-2011/ 03-2018**
  Piumaworld Srl
  AutoCAD planning and assembly

EDUCATION

- **HIGH SCHOOL DIPLOMA - 2005/2010**
  Istituto d'Istruzione Superiore James Clerk Maxwell
  Diploma Elettronica e Telecomunicazioni
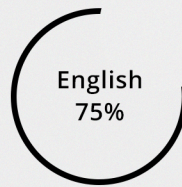
SKILLS

Unreal Engine

MAYA

Arnold Render
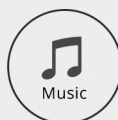
DaVinci Resolve

Another skills:
Photoshop
SubstancePainter
ZBrush

LANGUAGES

Italian Native

English 75%

Tagalog 50%

HOBBIES & INTEREST

Coffee   Music   Games   Sport

Photo   Comics   Movies   Travel

SOCIAL