Rey John Hilario

3D Artist | Production Manager
Post-Production | Generative AI Content

PROFILE

Hi! I'm John, a **3D Artist** with solid experience in Unreal Engine and Maya, as well as a background in production management within the advertising industry.

Throughout my career, I've developed strong skills in **set lighting, videomaking**, and **3D production** — including texturing, lighting, and rendering. My passion for Unreal Engine keeps me constantly engaged with the latest trends and innovations in real-time technology.

Currently, I create 3D content and manage post-production in the toy advertising sector. My work includes recreating products in 3D (modeling, texturing, and animation), video editing, post-production, and developing visual effects. In recent years, I've also integrated generative AI tools to streamline and enhance the workflow.

I'm always looking for new and stimulating opportunities that allow me to combine production management with a strong creative vision, collaborating with other professionals to bring high-quality visual content to life.

CONTACT ME

Date of Birth: 13 December 1990
Address: Italy
E-mail: rey.john.hilario@gmail.com

EXPERIENCE

3D ARTIST & PRODUCTION MANAGER- 2021/ Present
WinterVideo Milano Srl
Unreal Engine 5, Maya Autodesk, After Effect, DaVinci Resolve

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

MECHANICAL DESING - 2011/ 2018
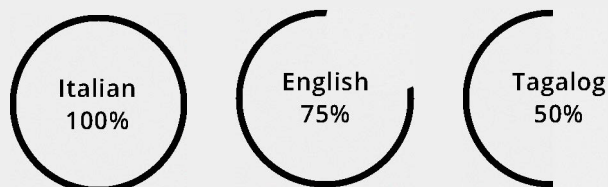Piumaworld Srl
AutoCAD planning, setting set

EDUCATION

HIGH SCHOOL DIPLOMA – 2005 / 2010
James Clerk Maxwell Institute of Higher Education
Electronics and Telecommunications Diploma

SKILLS

Unreal Engine   Photoshop
MAYA   Microsoft 365°
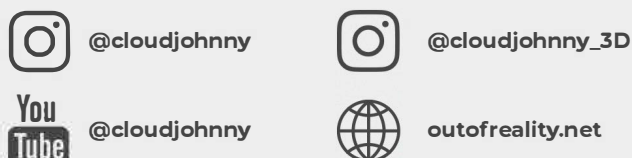Adobe After Effect
DaVinci Resolve

LANGUAGES

Italian 100%   English 75%   Tagalog 50%

HOBBIES & INTEREST

Coffee   AI Generative   Games   Fitness

Photography   Lighting   Cinematography   Cooking

SOCIAL

@cloudjohnny   @cloudjohnny_3D

@cloudjohnny   outofreality.net

Reel 3d Giocattoli