

JOEL FULGADO

2D | 3D Artist

A self-motivated 2D/3D Artist who specializes in the creation of highly detailed CG artwork. Adaptive and passionate about learning new tools, pipelines, workflows and researching the latest technologies to ignite the imagination and to envision new creative ideas and projects.



Portfolio

Email

Tel

joelfulgado.com

joelfulgado.3d.art@gmail.com

510 330 7190

EDUCATION

Academy of Art University
San Francisco

Bachelor of Fine Arts in Animation and Visual Effects, August 2009

SKILLS

ZBrush
Agisoft Metashape / 3DF Zephyr
MAYA / Blender
Affinity Photo / Photoshop
Game Engines
VR

- 3D Sculpting / Modeling / UV Mapping / Polypainting / Retopology / Texture Creation
- Photogrammetry
- Modeling / UV Mapping / Character Rigging / Retopology
- UI Design / Digital Painting / UV Texture Painting
- Unreal Engine / Unity 3D
- Windows Mixed Reality / Gear VR

EXPERIENCE

Mobile Game Developer

703 GAMES
JAN 2013 - PRESENT

Lead artist for *Galactic Portals* video game app developed with Unity 3D and published in Google Play store for Android devices. Created UI, game mechanics and cut-scenes with Javascript. Designed concept art, game assets, environment and UI.

Lead Graphic Design

THE CITY
JAN 2012 - DEC 2012

Conducted artwork meetings to successfully navigate graphic art and print direction. Showcased for discussion and refinement original designs, fit and constructions for private label brand women's and men's T-shirts.

3D Modeler
(Freelance)

ZETA GALLERY
MAR 2007 - JAN 2010

Collaborated with the gallery owner to produce 3D models of original jewelry designs used for advertising in gallery magazines and an online store.