

Carlos Ramirez

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WORK EXPERIENCE

World Tech Toys LLC.

Sr 3D Modeler & Designer

Oct 2025 – present

- Created and developed 3D models for vehicles, playsets, and accessories
- Visualized concepts through 3D rendering and digital prototyping
- Partnered with Engineering, product development, marketing, and packaging to bring designs to life while maintaining brand and product integrity
- Collaborated with International development partners to refine 3D designs and resolve challenges
- Managed multiple projects across early design development phases while meeting deadlines.

Freelance/Self-Employed

Remote

3D Character Artist

Jan 2025 – present

- Created 3D characters, props, and environments for independent clients and personal projects.
- Delivered assets optimized for real-time engines and cinematic pipelines.
- Managed project timelines, communication, and client feedback directly.
- Produced portfolio-ready pieces

Aethos LLC. (VR company startup) *6-Month Contract*

San Clemente, CA

Principal 3D Character Artist

Jun 2024 – Dec 2024

- Led 3D concept creation for avatars, creatures, props, and environments.
- Collaborated with engineering and design to create optimized 3D assets and environments.
- Managed outsourcing pipelines, ensuring quality and consistency across assets.
- Researched and developed AI techniques to generate character concepts from low-polygon base meshes.
- Assisted in task planning to align 3D development with milestone objectives.

Nant Studios Inc. *4-Month Contract*

El Segundo, CA

Unreal Environment 3D Artist

Jan 2024 – May 2024

- Modeled, UV-mapped, and textured real-time props and environments within Unreal Engine.
- Developed shaders, lighting, and layout for high-end cinematic and real-time applications.
- Designed mechanical and organic models, ensuring artistic and technical balance.

Professional Development

3D Character Artist

Nov 2022 – Jan 2024

- Dedicated time to building an advanced 3D character portfolio for games and cinematics.
- Created characters, creatures, and props demonstrating industry-standard pipelines in ZBrush, Maya, Substance Painter, and Unreal Engine.
- Produced polished assets showcasing real-time rendering and high-fidelity lookdev.

Snap Inc.

Santa Monica, CA

Lead 3D Artist

July 2021 – Sep 2022

- Led and mentored a team of 3D artists, guiding projects for brands like Nike, Puma, and Ralph Lauren.
- Collaborated with engineers to enhance 3D workflows and optimize asset performance.
- Directed outsourced teams, ensuring quality adherence and technical efficiency.

- Managed long-term development goals and daily pipeline operations.

Vertebrae Inc. *Acquired by Snap Inc.*

Culver City, CA

Lead 3D Artist

Dec 2018 – July 2021

- Supervised and assisted teams in achieving artistic and technical excellence.
- Established asset guidelines, pipeline processes, and performance optimizations.
- Created high-quality PBR-modeled and textured assets for machine learning methods.
- Optimized assets for performance efficiency, including topology reduction and texture baking.

Wevr

Venice Beach, CA

3D Artist

Dec 2017 – Aug 2018

- Created high and low-poly models of characters following concept art/art direction for in-game usage with guidance from the Lead Artist and Art Director.
- Worked closely with technical artists throughout the production process.
- Textured characters and environments using PBR workflow through procedural and traditional texturing methods for in-game use.

3D Scan LA

North Hollywood, CA

Digital Sculptor/Clean-up Artist

Nov 2015 – Aug 2017

- Cleaned and reconstructed 3D scans for game, film, and TV productions.
- Automated image ingestions, accurate color correction systems, and advanced renaming techniques.
- Managed two 150-camera rig systems to capture head and full-body high-resolution scans for production

TECHNICAL SKILLS

Software: Maya, Fusion, ZBrush, Substance Painter, Substance Designer, Unreal Engine, Unity, Photoshop, Marvelous Designer.

Expertise: 3D Modeling, Digital Sculpting, PBR texture, UV Mapping, Baking, Lighting, Shader Development, Level Design, Research and Development, Troubleshooting Software, and 3D Machine Learning.

Performance Optimization: LOD creation, texture memory budgets, poly count management, artificial intelligence.

EDUCATION

The Art Institute of Los Angeles

Santa Monica, CA

Bachelor of Science

2010 - 2014

Media Arts & Animation