

HI FOLKS!

My name is Raúl, but all my friends call me **Rancio**. I'm a Digital Media Artist with solid foundations on Character Design, Vis Dev, 3D Production for Video Games & 2D Animation. Currently I'm Living in Mexico City. I like gardening and making wacky songs with my kazoo.



* Experience *

YOGOME: GAME ILLUSTRATOR/ ART DEPT.

JUN 2017 - JAN 2019

- Illustration
- Character Design
- Game Visual Development working along with game designers and Developers

ALTERED VJS, MEXICO CITY: 3D GENERALIST

JAN 2019 - MARCH 2020

- 3D Motion design
- Character Modeling
- Cloth Simulation & Garment design in Marvelous Designer
- 3D Character Concept Art in Zbrush

DYNAMIC MEDIA TRIAD, MEXICO CITY: LEAD CHARACTER ARTIST

MARCH 2020 - MARCH 2021

- Concept Art
- Character Artist
- 3D Concept Art
- Visual Development

FREELANCE WORK: CLIENTS & COMPANIES

MARCH 2020 - PRESENT

- Disney TVA
- Adult Swim
- Snapchat
- Bento Box Entertainment
- Present Creative (SFC)
- Estudio LIMINAL (CDMX)
- Flying Bark (AU)
- GAMEE (Prague)



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spanish & english

* Software *

- BLENDER
- ZBRUSH
- SUBSTANCE PAINTER
- MAYA
- PHOTOSHOP
- ILLUSTRATOR
- AFTER EFFECTS
- HARMONY
- MARVELOUS DESIGNER
- C4D

* THANKS! *