

ALVIN TORIBIO

Artist | VR Dev

Portfolio: serriffe.com
Email: serriffe@yahoo.com
Tel. 510 825 4719

EDUCATION

Academy of Arts University
Sept 2001 - Dec 2006

Studied Computer 3D Graphics - Games

SKILLS

VR
Unreal Engine 4
Unity 5
3ds Max / Maya
Photoshop
Javascript / Sqlite

- Oculus Rift / HTC Vive / Gear VR
- Level Build / VR / Blueprint / Prototyping
- Level Build
- Modeler / UV / Corona and V-ray
- Texture Edit and Creation
- Discord Bot Ranking system

WORK

3D artist: Real-time Graphics
(Contract Work)

TRANSPARENT HOUSE
DEC 2018 - PRESENT

environment artist
(Contract Work)

UNITY TECHNOLOGIES
MAR 2018 - JUNE 2018

Architectural Visualization Artist / Tech and
Creative Lead for VR and Real-Time Graphics

DES ARCHITECTS + ENGINEERS
JAN 2014 - DEC 2017

Architectural Visualization Artist / Tech and
Creative Lead for VR and Real-Time Graphics

STEELBLUE LLC
JULY 2016 - DEC 2016

environment artist

SANZARU GAMES INC.
OCT 2007 - JULY 2012

Responsibilities

- converting, lighting and preparing cinematic fly-thru animation from large scale 3D model plans into real-time graphics engine (Unreal Engine 4) for client's sophisticated interactive presentations.

Responsibilities

- responsible for environment prototyping, layout and lighting build for the first ever real-time TV broadcast short for Big Hero 6 (Baymax) using Unity Editor.

Responsibilities

- creating interior and exterior environments based on Architect's and Interior Designer's specifications, from concept to final in Unreal Engine 4 and 3DS Max Corona / V-ray.
- lead product and research developer for real-time graphics / VR communications for Architects / designers and clients.
- VR evangelist for company designers and for visiting clients.
- compositing architectural renderings and creating CGI Animations using 3DS Max Corona

Responsibilities

- converting client's design models into Unreal Engine 4 for VR Demo (HTC Vive)
- Gear VR (Unity 4) App Management, Code Editing and App Deployment
- VR and App Developer, Prototyper

Responsibilities

Sony Playstation 3: * Sly Cooper 4: Thieves in Time *

- worked closely with game play designers, texture artist, concept artist and programmers through out level progression
- managed creation of environments, props and lighting and play-test.

Nintendo Wii: * Mystery Case Files: Malgrave Incident *

- worked closely with game play designers, texture artist, concept artist and programmers through out level progression.
- managed creation of environments, props and lighting and play-test.

Tomozaru Games (Satellite Studio): iOS Game - Dark Manor

- responsible for integrating hidden objects and background painted by concept artist into game engine
- responsible for creating game effects and also helped minor game-play mechanics