JUAN ESTEBAN RAMIREZ GARCIA

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SUMMARY

Experienced **Level/Environment Artist** and **Technical Artist** with over five years creating real-time worlds for games, VR, Mobile, WebGL, and cross-platform experiences. Skilled in scene optimization, lighting, and performance profiling, combining artistic vision with technical efficiency. Background in Architecture (National University of Colombia) enhances spatial design, composition, and visual storytelling. Proven experience leading art and tech art teams, delivering immersive, optimized environments across multiple platforms.

WORK EXPERIENCE

Head of 3D Art & Performance | Environment and Level Artist   **Dec 2023 - Present**
IMX3, Florida, USA

- Lead the 3D Art Department overseeing the creation and optimization of immersive environments strictly from an artistic perspective.
- Develop metaverse experiences in WebGL using Unity, ensuring cross-platform compatibility across Android, iOS, WebVR, and Desktop.
- Design and optimized multiplayer environments with integrated voice chat to ensure high performance on a resource-limited platform, focusing solely on artistic aspects and optimization.
- Lead the creation of 3D scenarios and optimized assets to meet performance constraints, ensuring high-quality visuals within technical limitations.
- Implement lighting techniques and asset placement strategies to enhance the visual appeal while maintaining efficiency, without involvement in software engineering or development.

Technical Artist   **Feb 2025 - Jul 2025**
Big Red Button Entertainment, Los Angeles, USA

- Worked directly under Bob Rafei, renowned industry veteran, contributing to high-profile projects.
- Focused on porting a PC experience to VR, maintaining high visual fidelity while optimizing performance for the new platform.
- Applied advanced optimization strategies in Unity to ensure stable performance in VR environments.
- Leveraged a strong artistic and visual sense to preserve the original experience's quality while adapting to VR constraints.

Level Designer | Level Artist | Head of Art Department   **Jul 2023 - Nov 2023**
Recuca Games

- Led the Art Department ensuring high-quality visuals while maintaining performance standards for mobile platforms.
- Designed and developed racing tracks that provided engaging and visually appealing experiences for players.
- Optimized 3D assets and environments to ensure smooth performance on mobile devices.

- Focused on creating an optimal balance between aesthetics and technical constraints, ensuring a seamless gameplay experience.
- Collaborated closely with designers and developers to align artistic direction with gameplay mechanics.

Environment Artist   Dec 2022 - Jun 2023
Bananas XR, Vienna, Austria

- Created and optimized 3D assets and environments tailored for a VR video game.
- Developed collision models and implemented basic level design structures.
- Conducted blockout assembly and executed art passes to enhance scene fidelity.
- Focused on asset optimization to ensure high performance in VR environments.

Architect and Environment Artist | 3D Artist   Jun 2021 - Dec 2022
Aula STEM - National University of Colombia at Manizales

- Designed and created branded graphic pieces.
- Developed virtual architectural scenarios for Extended Reality (XR) applications.
- Worked as a 3D Artist, modeling assets used in immersive XR experiences.
- Attended meetings, created graphic designs, and formulated methodologies.

EDUCATION

Bachelor of Architecture with Honours
National University of Colombia
January 2018 – December 2022

Specialization in Strategic Project Management
National University of Colombia
January 2024 – December 2024

SKILLS

- 3D Modeling
- Level Art
- Level Design
- Architectural Design
- Lighting & Rendering
- Performance Optimization
- Project Management
- Creativity

SOFTWARE PROFICIENCY

- Blender
- Substance Painter
- Substance Designer
- Unity
- Unreal Engine
- Jira
- Slack
- Trello
- Plastic SCM
- Sourcetree
- GitHub
- Perforce
- Discord
- Marmoset Toolbag
- Photoshop

LANGUAGES

- Spanish: Native
- English: Fluent
- French: Beginner