

# OSCAR DARIO VALENCIA BEDOYA

## 3D Generalist | MoCap Technical Artist

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### SUMMARY

3D Generalist and Motion Capture Technical Artist with 7 years of experience. My expertise includes digital sculpting, retopology, modeling, UVs, rigging, texturing, animation, and creating AR/VR experiences. I have modeled over 130 unique characters, developed 3D assets to generate 5,555 collectible pieces within generative art projects, and made significant contributions to pipeline optimization and video development for well-known brands such as DC and Firestone, among others. I have extensive knowledge of working with various motion capture systems, ensuring high-quality and efficient deliveries.

### PROFESSIONAL EXPERIENCE

#### MONSTER TRUCK NINJA | BACANO GO!

January 2024 - July 2024

#### 3D Generalist | MoCap Technical Artist | Asset Creator | Project Manager | Quality Control

Envigado, Colombia

- Led the 3D modeling department at Bacano Go!, creating and rendering 5,555 exclusive digital pieces from 57,777,363,072,000 variations in 6 months instead of 12, thanks to strategic recommendations.
- Implemented a project tracking system that optimized the pipeline by 30%, ensuring deadlines and quality.
- Saved 100% of programming time by implementing a specialized plugin, reducing 6 months of development to zero and allowing a direct focus of 6 months on producing exclusive digital pieces.
- Optimized objects and textures, simplifying 3D models by 30% and improving rendering times by 50%, enabling computing teams to efficiently handle high production volumes without sacrificing visual quality.

#### MONSTER TRUCK NINJA | BACANO GO!

February 2020 - December 2024

#### 3D Generalist | Mocap Technical Artist | Character Modeler, Animator, and Asset Creator

Envigado, Colombia

- Led the motion capture area, cleaned animations, and performed rigging using Perception Neuron and Rokoko suits, resulting in a 90% increase in efficiency.
- Modeled over 130 characters through sculpting, texturing, and animation, optimizing processes by 65%.
- Contributed to the digital collectibles project for LINE, handling character animation and texturing, and optimizing textures for Unity integration. These improvements reduced development time by 25%, facilitating a more agile launch of the digital collectibles 'Cockatiel'.
- Executed audiovisual projects for clients such as DC, Firestone, Bridgestone, Columbus McKinnon, Veriton, iTrade, Curo 365, Metrolink, and Harlequin, resulting in 100% client satisfaction.
- Developed a project planning and tracking system from pre-production to completion, optimizing production times by 60% and ensuring efficient execution at each stage of the process.

#### MONSTER TRUCK NINJA | BACANO GO!

August 2017 - January 2020

#### AR/VR Full-Stack Developer and VR Archviz Visualization Specialist

Envigado, Colombia

- Designed 5 innovative apps, including virtual tours and advanced AR experiences.
- Enhanced AR and VR application performance by optimizing code, increasing fluidity and responsiveness by 40%, which improved user experience.
- Optimized 3D models from SketchUp for VR, cutting development time by 50% with a specialized tool, streamlining costs, and enhancing user experience for smoother interactions in immersive environments.
- Established interactive mechanics between NPCs, achieving 25% more interactions and enriching gameplay and entertainment.

#### DREAM HOUSE STUDIOS

October 2016 - July 2017

#### AR/VR Full-Stack Developer and VR Archviz Visualization Specialist

Medellín, Colombia

- Performed 3D modeling of real estate from architectural plans, ensuring 100% accuracy and fidelity to design at a 1:1 scale.
- Migrated the entire project from Unity to Unreal Engine, improving visual quality and VR immersion by 80%.
- Implemented a lighting change mechanic in VR, achieving 100% accuracy in solar positioning, enhancing property presentation, and facilitating purchase decisions.
- Optimized texture formats and sizes, reducing file weight by 40%, and improving load times and performance.
- Developed complex levels and efficiently managed resources, leading to a 40% increase in user satisfaction and enriching the virtual environment experience.

## PROJECTS

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### Life Away

Medellín, Colombia

#### Role: Visual Artist and Designer

- Developed my project in which I created a surreal illustration, combining organic and natural elements with artificial objects in a desert environment, exploring imaginary and fantastic worlds.
- Resolved problems to create the necessary depth to convey the distance between two planets in space, achieving the sensation of a desert planet with traces of life, resulting in a visual depth improvement of 75%.
- Improved 3D modeling skills by integrating visual elements into a cohesive composition using Blender and Photoshop, achieving effective render integration with a 90% approval rating from peers.

### Personal Website

Medellín, Colombia

#### Role: Web Developer and Designer

- Developed a personal portfolio website using WordPress, Figma, and Lunacy, while managing the acquisition of hosting and domain, the design focused on showcasing 3D work.
- Resolved performance issues and SEO optimization, ensuring fast loading times under 2 seconds and improving search engine visibility, resulting in a 50% increase in organic traffic through Cloudflare implementation.
- Boosted site functionality by integrating Google Analytics for user tracking, resulting in a 30% increase in user engagement, while enforcing security policies via Cloudflare, delivering a secure and traceable user experience with a 99.9% uptime.

## EDUCATION

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### Digital Art For Film And Video Games

Academy by Polygonus

(Currently)

Medellín, Colombia | 2024 -2026

### Centro de Servicios y Gestión Empresarial Regional Antioquia, SENA

Technologist in Video Game Development

(Graduated)

Medellín, Colombia 2015 - 2017

## AWARDS & COLLABORATIONS

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- **Top-Ranked Student** - Academy by Polygonus (November 2024 - February 2025)  
Recognized as the #1 student during this period in the 3D Art for Film and Video Games program.
- **UEFN World-Building Team 1** - Frecuencia Gamer (April 2025 - Present)  
Creating 3D assets, environments, and gameplay ideas for Fortnite using Unreal Editor for Fortnite (UEFN).

## SKILLS

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**Technical Skills:** 3D Modeling · Retopology · Digital Character Sculpting · 3D and Character Animation · Motion Capture (MoCap) · Lighting · On-set Wardrobe · PBR Texturing and Shading · Optimized UV Mapping · Character Rigging · Creative Use of AI (Midjourney, Fooocus, ChatGPT, Gemini, Copilot).

**Software Skills:** Blender · ZBrush · SketchUp · Substance Painter · Substance Designer · MotionBuilder · Photoshop · Illustrator · Unity · Unreal Engine · Mixamo · Rokoko Studio · Axis Neuron · WordPress.

**Hardware Skills:** Perception Neuron Pro 32 · Rokoko Smart Suite Pro II · Rokoko Smart Gloves · HTC Vive · Meta Quest 3.

**Soft Skills:** Leadership · Teamwork · Autonomy · Time Management · Conflict Resolution · Negotiation · Creativity · Adaptability · Attention to Detail · Continuous Learning.

## LANGUAGES

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**Spanish:** Fluent - Native

**English:** Conversational - Intermediate (B1)

## CERTIFICATIONS

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1. This is Animation - Yellow Brick - SONY PICTURES ANIMATION - SONY PICTURES IMAGEWORKS
2. Specialized Course in Digital Art for Film and Video Games – Part 1 of 3, Cesde – Academy by Polygonus – Comfama
3. Intensive course in ZBrush Evolution: Space Warrior - Libel Academy y UTPL (La Universidad Católica de Loja)
4. 3D Fantasy Illustration with Blender - DOMESTIKA - ID: c870114656ef17889cae806d172ccf80
5. Learning Substance Painter From Beginner to Advanced - UDEMY - DFUC-5bff6f8b-aOb3-4aa4-90d9-7B86e1bc(Y7e
6. Photography Lighting Techniques - CREHANA - crehana.com/diplomas/28eb2191