Fabian Mora

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CONCEPT VISUAL ARTIST | UNREAL ARTIST | GAME DESIGNER

I am a highly motivated and passionate Concept Visual Artist/ Unreal Artist and Game Designer based in Melbourne who enjoys working with other passionate people. My professional practice spans across multiple genres from Interactive Media including 3D Visualization, visual design, environment design, game development and visual concepts. I'm passionate about self-development and challenging myself.

SKILLS

Graphics: Blender, Substance Painter, Adobe Photoshop, Marvelous Designer, Zbrush, Marmoset Toolbag.
Development/environments: Unreal engine, Unity, Blender, Touch Designer.
Video: Premiere Pro
Other programs: Autodesk Suite (Inventor, Maya, Sketchbook), MS Office Suite 2010 (Word, PowerPoint and Excel),Perforce,ClickUp.

WORK

Sept 2021 -   **Virtually Human/Spectre Studios | Full-time**
Present   **Multimedia Specialist / Interactive Designer**

My role is to visualize, design, create assets for projects such as ZED RUN, Human Park and others, using various programs suchs as Unreal Engine, Blender, Substance and others.
Responsibilities:

- Designing and visualizing 3D renders using various 3D programs.
- Working with the core design team to develop layout and visuals.
- Exploring 3D Designs and Concepts working closely with lead artists/directors.
- Creating prototypes to validate design concepts.
- Creating Assets such as 3D models assets/props based on references or concepts.
- Responsible for creating 2D graphics for assets/props based on concepts to be used in game or for marketing purposes.
- Help with environment concept, design, lighting, asset/props and character design and implementation from start to finish.
- Developed, program and design game prototypes concepts using Unity.
- Creation of experience maps, user scenarios, mock-ups and flows.
- Worked on Set Dressing environments concepts inside Unreal Engine.
- Matt painting Background assets used for Virtual Production.
- Online Streaming management and consultation.

Oct 2022 -   **Virtetic | Part-time**
Present   **Virtual Reality Game Developer**

My role here is to help develop, program and design game mechanics and key components of the video game product thats being develop for Virtual reality.
Responsibilities

- Program design and code key components and mechanics for the game using Unity.
- Creating prototypes to validate design concepts.
- Creating Assets such as 3D models assets/props based on references or concepts.
- Help with environment concept, design, lighting,
- Creation of experience maps, user scenarios, mock-ups and flows.
- Explore Concepts and game mechanics closely with lead programmer/directors.

WORK CONT.

July 2021 - **Cardinia Council | Project Based / Freelance**
Dec 2021 **Environment Concept Artist / Interactive Designer**

Projects
- Pose Through (July 2021 – August 2021), Unity.
- Tranquil (December 2021)m Unreal Engine.

I was in charge of programming, environment work, asset creation and assisting during the installation.
- Creation of environment work in Unreal Engine and Lighting.
- Helping with setting up in engine cameras and renders.
- Technical assistance with Installation and projections.
- Development, design of Interactive Installation.
- Development, design and programming of game Installation.

Jan 2020 - **Mosster Studios | Project Based / Freelance**
Jul 2021 **Multimedia Specialist / Dev / Interactive Designer**

Projects
- TAC Comedy Festival 2020-2021.
- ACMI Renovation Program/Foley Room.
- Moomba Being in the Woods.
- Art Play.
- Venice Projection festival.
- Invisible light garden.

Responsibilities
- Program, design and help with the installation of each project.
- Creating Assets, such as graphics, 3D designs or Design elements needed for the project.
- Installing and calibrating electronic devices for the installation.
- Assisting in any tech related matter to run the installation, assisting others in their work.
- Worked in programming and coding of these Installations.

Jul 2020 - **OrCha Collective | Project Based / Casual**
Present **Multimedia Specialist / Dev / Interactive Designer**

My role here was Lead Programmer and Game Designer. My core responsibilities were to program, design, create and install interactive installations; for projects for events such as Curiocity Brisbane, Bunjil Place and others.

Responsibilities
- Installing and calibrating electronic devices.
- Assisting others in their work.
- Programming and coding.
- Technical assistance.
- Creating Assets.
- User Experience.
- Game Design.

EDUCATION

Master of Animation, Games and Interactivity. RMIT, Melbourne, Victoria, 2019

Key Project: Tower UUUP! is an audio-reactive local-multiplayer game which utilizes alternative controllers to provide an innovative gameplay experience.

Bachelor of Mechatronics Engineering. Universidad San Buenaventura. Bogota, Colombia.2017.

Key Project: Design of a semi automatic machine for the producation of soy arepa from the waste generated during food production on the Hosanna Company