

Angelo Callerame

3D Environment Artist

585-203-2103
acallerame93@gmail.com
www.angelocallerame.com

Work Experience:

Robomatter (VEX Robotics) October 2016 - Present

3D Artist, 2D Artist, Animator, Rigger, Technical Artist

- Creating fully rigged, animated, textured, and highly optimized 3D assets using 3DS Max and Photoshop for WebGL and standalone executable builds. Working with programmers to create levels and optimizations in Unity for the VEXcodeVR Playrounds and Virtual Skills Competitions *Turning Point*, *Next Level*, *In The Zone*, *Ring Master*, *Rise Above*, *Change Up*, *Pitching In*, *Tipping Point*, *Snapshot*, and *Spin Up*.
- Working with educators, programmers, and engineers to create photorealistic images, animations, and build instructions be used in STEM curriculum based on the VEX Robotics platform for international distribution.

Global Game Jam 2016 - 2022

3D Artist, Rigger, Animator

- 2022: Worked as the environmental artist on the game *Table Tumors*, a VR game built for the Meta Quest 2.
- 2020: Worked as the 3D artist and animator on the game *Retro Bomb*. A multiplayer, multiplatform game.
- 2019: Worked as a 3D artist for the game *Bitter Sweet*. A mixed medium first person cooking game.
- 2018: Worked as a 3D artist, rigger, and animator for assets used in *Apollo: God of Birds*.
- 2017: Worked as a 3D artist and environment artist for the game *Temple of the Waves*.
- 2016: Worked as a 3D artist for the game *Monstropolis*.

Freelance 3D Print Commissions February 2018 - 2020

3D Artist and Print Maker

- Worked with Clients to re-create character designs in 3D using a combination of 3D Studio Max and ZBrush to then print out on a 3D Printer (Prusa i3 MK3) and send to the client.

Starcall World June 2018 - 2019

Lead Project Manager and 3D Artist

- Worked with artists and programmers to create an online game in Unreal Engine 4 for the Project Starcall community as a virtual space to hang out and show off each other's artwork.

Grindley Productions March 2015

3D Artist and Animator

- 3D Modeled, textured, and animated architectural assets in 3D Studio Max to be used within a commercial.

Software:

-3DS Max
-Adobe Photoshop
-ZBrush
-Unreal Engine 4
-JIRA and Confluence
-Unity
-Substance Painter
-Quixel Suite
-XNormal
-Plastic SCM

Skills:

-Hard Surface Modeling
-Texturing: PBR, Tileable
-Unreal 4 Blueprinting
-Italian Lingual Proficiency
-Scrum and Agile Development
-Low Poly Modeling
-High Poly Modeling
-UV Mapping
-Modular Asset Creation

Education:

The Art Institute of Pittsburgh September 2013 - September 2016

-Bachelor of Science in Game Art and Design | GPA: 3.72

Finger Lakes Community College Fall 2012 - Summer 2013

-Associates in Game Design and Programming | GPA: 3.6

Rotary International Youth Exchange to Italy September 2011 - June 2012

-Student Ambassador

Finger Lakes Technical and Career Center September 2009 - June 2011

-NOCTI Certification in Advertisement and Design