



CARL NAZARETH

3D ARTIST – CHARACTER | HARD SURFACE

CONTACT

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EXPERIENCE

Senior 3D Modeller – Character / Hard Surface

Aug 2021 – July 2025

Ape Squared Creative | *“Above Land”*

- Created high-quality 3D models and sculpts for creatures, characters, and hard surface assets, ensuring proper topology and optimization within Unreal Engine.
- Collaborated with the Art Director and design team to prototype new asset designs for content generation in NFT's and digital collectibles.

Lead 3D Character Modeller

Tangent Animation | *“High in the Clouds”*

Jun 2021 – Aug 2021

- Directed the Character Modelling Team, managing workflows and asset delivery while mentoring and guiding members to foster a productive, solution-focused environment.
- Led the integration of a new artistic style tailored to the film's visual direction within the established pipeline.
- Led cross-department collaboration with Surfacing, Rigging, and Animation to optimize topology and resolve production challenges, enhancing pipeline efficiency and team output.

3D Character Modeller

Tangent Animation | *“Maya and the Three” & “The Monkey King”*

Aug 2019 – Jun 2021

- Created optimized 3D Characters for ultra-stylized feature animation production.
- Modelled a wide range of assets, including main, secondary and drawn characters, along with variations of props and environments.
- Troubleshoot and optimized new procedural workflows for generating adaptive scales creating complex dragon features

3D Character Modeller

Guru Studios | *“Paw Patrol” – Season 4- Season 7*

Sept 2017– Aug 2019

- Modelled characters (including facial blend-shapes), clothing, environments, and vehicles from scratch with clean, production-ready topology.
- Developed new characters and designs for seasonal content, special episodes and Art Tests to support new project acquisitions.

3D Modeller

Digital Domain | *“Fate of the Furious” & “Ready Player One”*

Jul 2016 – Apr 2017

- Modelled water-tight vehicles, props and environments accurately matching live-action plates for shot integration
- Prepared raw scan data to recreate digital doubles with high fidelity and production accuracy.

Jr. Character Artist

Electronic Arts (EA) | *Fifa 17*

Feb 2016 – Jul 2016

- Modelled and sculpted facial expressions as wrinkle maps for hero characters, ensuring high-quality deformation.
- Optimized and cleaned 3D scan data for production use for integration into the Frostbite Game Engine.

PROFILE

With almost a decade of experience in creating visually stimulating worlds, my expertise lies in modeling compelling characters, props and environments for feature animations, vfx productions and video games. From stylized to realistic, I thrive on creatively shifting between different 3D aesthetics to suit the project's vision.

Enthusiastic and a collaborative team player, I combine strategic problem-solving with clear, efficient communication to drive results across every project. I'm proactive in asking questions and open to constructive feedback. A penchant and passion for clean topology and producing high-quality efficient models.

SKILLS

Industry: 3D Modelling, Sculpting, Texturing, Physically-based Rendering, UV Layout, Lighting, Compositing, Visual Storytelling, Drawing.

Software: Maya, Blender, Zbrush, Mudbox, Marvelous Designer, Substance Painter, Marmoset Toolbag, Unreal Engine, Adobe Photoshop

EDUCATION

Think Tank Training

Vancouver, BC
VFX & Game Design Program
(2014-2015)

University of Toronto

Toronto, ON
Bachelors of Fine Arts
(2008-2013)