

Anthony Contreras Urgiles



anthonyamcu@gmail.com

OBJECTIVE

Junior 3D Artist and XR Designer focused on 3D modeling, animation, and visual production for interactive experiences. Skilled in Blender, Unity, Unreal Engine, Adobe Photoshop, Adobe Illustrator, Visual Studio, and Git for creating real-time assets, immersive environments, and simulation-oriented content. Experienced in academic projects involving medical simulators, architectural visualization, and basic game development. Seeking opportunities in game development, XR, simulation, and real-time 3D production.

EDUCATION

Universidad Católica de Cuenca – Cuenca, Ecuador

Sep. 2026

Engineering in Virtual Reality and Video Games

Thesis: evaluation of a simulated virtual reality environment for prehospital emergency training: an observational study.

TECHNICAL SKILLS

3D modeling & Visual Design: Blender, 3ds Max, Maya, Substance 3D, Adobe Photoshop, Adobe Illustrator

Game engines & XR Tools: Unity, Unreal Engine, OpenXR, XR Interaction Toolkit, AR Foundation

Programming & Scripting: C#, C++, Python, HTML, Visual Studio,

Version Control: Git, GitHub and HTML web design.

Content Production: Animation, Asset Creation, Real-Time Environments, Interactive Visual Design

PROFESSIONAL EXPERIENCE

Boc Corporation - SalvAR+ - Cuenca, EC

3D Modeler, Animator & UX/Wireframe Designer

Nov.2025-Feb2026

Contributed to SalvAR+, a VR medical simulator with four clinical cases developed in Cuenca, Ecuador. Support the project through 3D modeling, animation, and UX/wireframe design for immersive medical training. Created 3D assets, animated visual elements, and designed user flows to improve navigation and interaction. Enhanced visual clarity, usability, and immersion, supporting a more effective simulation-based training experience.

RELATED PROJECTS

Germes Wars – Tower-Style Game Project

Nov.2024-Jan2025

3D Modeler & Animator

- Contributed to the development of Germes Wars, a tower-style game project focused on stylized enemy design and animated gameplay elements.
- Created high-poly 3D virus models in Maya and produced animations to support character behavior and visual interaction.
- Developed game-ready visual assets that strengthened the project's artistic consistency and gameplay presentation.
- Applied 3D modeling, animation, and asset production workflows for an interactive game environment.

Game Verse Store – Virtual 3D Store

Apr.2024–Jun.2024

Project Director 3D Modeler & Collision Programmer

- Contributed to a team-based virtual store project designed to showcase products through interactive 3D models.
- Support product visualization and object interaction inside the store environment.
- Created 3D product models and programmed object collision systems to improve interaction and spatial behavior.
- Enhanced visual presentation and interactive functionality, supporting a clearer and more immersive virtual shopping experience.

La Noche de Ñawparimay – Action RPG Game

Apr.2023–Jun.2023

Project Director, 3D Modeler, Animator, Shader Artist & Gameplay Programmer

- Directed the development of an action RPG project centered on stylized world-building and interactive gameplay.
- Lead the production while supporting both the artistic and technical implementation of the game.
- Managed project development, produced 3D models, animations, and shaders, and implemented gameplay systems such as camera behavior, movement, and combat mechanics.
- Produced a functional prototype with strong visual identity, integrated gameplay systems, and consistent real-time execution.

Immersive Architectural Visualization – VR Project

Jan.2025–Present

Project Director, 3D Modeler, Shader Artist & VR Developer

- Developed immersive architectural VR experiences to present client-requested structures through real-time spatial visualization.
- Lead the project and handle the complete visual and technical workflow for architectural presentation in VR.
- Produced 3D structural models, applied shaders, integrated Unity VR packages, and programmed interactive elements to support immersive walkthroughs and client presentation.
- Created visually clear and technically functional VR environments that enhanced architectural communication and immersive project review.