


Anthony Contreras Urgiles

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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: Analysis of the impact of 3D modeling and animation in a virtual reality prehospital emergency simulator.

TECHNICAL SKILLS

3D Modeling & Visual Design: Blender, Adobe Photoshop, Adobe Illustrator

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

Programming & Scripting: C#, Visual Studio

Version Control: Git, GitHub

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

Germs Wars – Tower-Style Game Project

Nov.2024-Jan2025

3D Modeler & Animator

- Contributed to the development of Germs 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

3D Modeler & Collision Programmer

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