

Bohloul Belarak

3D Character Artist

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Profiles

[in belarak](#)

Skills

Zbrush, Maya, Blender, Substance Painter, Marvelous Designer

Unreal Engine, Unity

Strong understanding of anatomy, form, and proportion

Keen eyes on adding details

Ability to work efficiently under tight deadlines

Excellent communication and collaboration skills

Projects

PUBG Mobile
Cinematic
2022

Main characters for the new cinematics

Diablo Immortal
Hair production
2021

<https://diabloimmortal.blizzard.com>

Worked as 3D Art Director

Call Of Dragons
3D Characters
2021

<https://callofdragons.farlightgames.com>

Rise of Kingdoms
3D Character Design
2020

<https://rok.lilith.com/en>

Education

Iran Game Development Institute
3D Art
2012 - 2013

Inverse School
Sculpting
2013

Awards

Character Design Award

I won the best character design award in the annual animation festival in Iran for the "Malakut" animation

Languages

English

Persian

Summary

Highly motivated **3D Character Artist** with around 10 years of experience in the Animation and Game industry. I'm a responsible individual with the ability to create 3D characters from scratch to completion. My diverse experience and proven ability to deliver high-quality results have positioned me as a valuable asset in the 3D art and gaming industries.

Experience

Bulls and Apes project

Lead Character Artist, 3D Art Director

Jan 2022
Texas, United States (Remote)

<https://www.bullsandapesproject.com/>

- As the company was newly founded, I took charge of establishing the entire structure of the art team for creating 3D NFT collections.
- Accomplished research and development to define final result specifications, including art style, hair creation techniques, render engine, lighting specifications, and camera angles.
- I played a key role in recruiting and training artists, guiding them from concept to final render to ensure seamless integration into the team
- Developed the main 3D characters, overseeing all aspects from **Concept to 3D Modeling, Retopology, Texturing, and Look Development.**
- The community's admiration for the quality led to the collections selling out within the first hours of its release

Share Creators

3D Art Director

Jan 2021 - Feb 2022
California, United States (Remote)

<https://sharecreators.com/art-consulting>

- I was promoted to 3D Art director and I managed critical projects in our company like **Diablo Immortal (Hair), Pubg mobile (Cinematic), Attach of Titan (Mobile game), Lord of the Rings (Mobile game)**
- Collaborated with HRs to assess new artists by designing art tests
- Cooperated with PMs to initiate and organize new projects, preparing them for team assignment
- Assisted lead artists in training entry-level artists and facilitating their onboarding process
- Conducted daily scrum calls with the team to review task progress and provide support in resolving any issues and making sure everything is on board
- Reviewed and evaluated the final results, provided guidance and support to the team through overpaints and file adjustments as necessary, ensuring the quality was based on the standards and timely delivery

Achievements

- Achieved over 50% cost reduction by training more than 15 artists and helping them level up
- I significantly contributed to attracting several important projects by delivering high-quality results
- Accelerated delivery timelines by developing and implementing new tools and techniques

Share Creators

Lead Character Artist

Jul 2020 - Jan 2021
California, United States (Remote)

<https://sharecreators.com/art-consulting>

- Transitioned from freelance to full-time employment within one month as a Lead Character Artist, showcasing dedication, skill, and adaptability quickly and becoming an integral part of the team
- Collaborated closely with the Art Director and led the **Character Design** in several game projects such as **Call of Dragons**, and **Rise of Kingdoms.**
- Developed and maintained the **3D Modeling, Retopology, and PBR Texturing** of each asset based on the provided concept art
- Mentored junior artists in the team and provided them guidance to growth in their art and techniques

Various Game and Animation Companies

3D Character Artist And Texture Artist

2014 - 2018