

Bohloul Belarak

3D Character Artist

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Profiles

LinkedIn

[belarak](#)

Projects

EA - UFC 6

2025 - 2026

PUBG Mobile

2022

Main characters for the new cinematics

Diablo Immortal

2021

Worked as 3D Art Director

<https://diabloimmortal.bl>

Call Of Dragons

2021

<https://callofdragons.farli>

Rise of Kingdoms

2020

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

Education

Iran Game

Development Institute

2012 - 2013

3D Art

Inverse School

2013

Sculpting

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

Experienced 3D Character Artist with 10+ years in games and animation, specializing in realistic character creation, likeness, sculpting, texturing, grooming, and production-ready asset development.

Proven ability to deliver high-quality characters within complex pipelines while collaborating closely with artists, leads, and cross-functional teams.

Experience

Electronic Arts (EA SPORTS)

Kuala Lumpur, Malaysia

Experienced Character Artist

Sep 2025 - Present

- Working on EA SPORTS titles including **UFC, Madden, and upcoming projects**, contributing to more than 10 character-related tasks and assets.
- Responsible for realistic character creation and refinement across **sculpting, scan cleanup, likeness, anatomy, texturing, grooming, hair simulation, and final polish**.
- Create and refine skin, materials, tattoos, and character-specific details using **Substance 3D Painter and Photoshop**, while producing grooming work in **Maya and Ornatrrix**.
- Work within strict visual and technical requirements for real-time production while maintaining high-quality likeness and character detail.
- Collaborate closely with leads, senior artists, technical artists, and other departments, demonstrating strong **teamwork, communication, ownership, prioritization, and problem-solving**.
- Continuously improve artistic quality and workflow efficiency through reviews, feedback, and knowledge sharing.

Bulls and Apes project

Texas, United States (Remote)

Lead Character Artist, 3D Art Director

Jan 2022

- Established the art production structure and workflow for the company's 3D NFT collections.
- Led R&D for art direction, rendering standards, grooming, lighting, and final quality benchmarks.
- Recruited, trained, and guided artists while overseeing the full character pipeline from concept through modeling, retopology, texturing, grooming, and look development.
- Maintained visual consistency and production quality across the project.

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

Share Creators

California, United States (Remote)

Lead Character Artist / 3D Art Director

Jul 2020 - Feb 2022

- Led and managed character production across major game and cinematic projects, including **Diablo Immortal, PUBG Mobile, Call of Dragons, Rise of Kingdoms, Attack on Titan, and Lord of the Rings**.
- Collaborated with Art Directors, project managers, and HR to organize production, assign artists, define art tests, and support project setup.
- Created and supervised high-quality assets across **modeling, retopology, PBR texturing, character refinement, and hair production**.
- Mentored junior and mid-level artists, supported onboarding, and provided artistic and technical guidance.
- Reviewed final assets, provided feedback and overpaints, and ensured visual quality and timely delivery.
- Helped improve team efficiency through better workflows, tools, and production techniques.

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

Various Game and Animation Companies

2014 - 2018

3D Character Artist And Texture Artist