

# KRISTAPS LOČMELIS

## 3D TECHNICAL ARTIST

### CONTACT

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### TOOLS

Unity 3D/2D/VR/AR

Unreal

Blender

3ds Max

Maya

Substance 3D

Plasticity

Topogun

ZBrush

Premiere Pro

After Effects

Adobe Creative Cloud

Figma

Jira

### SKILLS

3D Modelling

Texturing

Rigging

Animation

Unity AR/VR/Mobile

Technical Art

Shaders

VFX-Graph

C#

Git

Production Coordination

Lighting / Cinematography

Motion Graphics

Video Editing

Sound Design

Agile

Scrum

Project Management

### ABOUT

Passionate and results-driven technical 3D artist specializing in real-time projects, with expertise in technical art and animation. Delivering VR/AR simulations and mobile games, optimizing assets for high-performance environments, building Unity tools, and creating environments, characters, and complex animation systems. My background in filmmaking and motion graphics helps bridge technical execution with strong visual storytelling and immersive user experiences.

### WORK EXPERIENCE

#### SENIOR 3D ARTIST

Xploro | 2024 - 2026

- Shipped multiple mobile games and interactive experiences.
- Delivered stylized real-time 3D characters and environments from concept through to final Unity implementation.
- Built and maintained a scalable real-time animation pipeline and custom tools to streamline interactive animation production.
- Owned technical art responsibilities to improve real-time performance and visual quality (shaders, asset optimisation, in-engine setup).

#### 3D ARTIST & VR DESIGNER

Bridge Learning Tech | 2022 - 2024

- Shipped AR/VR technical training simulations in Unity, translating complex topics into clear, engaging learning experiences.
- Collaborated with product designers and subject matter experts to create simulations and scientific/technical visualisations.
- Modelled, rigged, animated, textured, and optimised real-time 3D assets to meet VR/AR performance constraints.
- Produced high-quality rendered animations and motion design content for training modules and product marketing.

#### 3D GENERALIST & MOTION DESIGNER

Freelance (Various Clients) | 2017 - 2022

- Shipped 3D modelling and interactive AR projects.
- Developed concepts for digital and museum experiences.
- Delivered editing, motion graphics, colour correction, and VFX.
- On-location and in-studio cinematography.

#### VISITING LECTURER & TUTOR

Digital Media Design, University of Hertfordshire | 2019 - 2022

- Taught Unity (2D/3D/AR/VR) game development, 3D fundamentals (Maya), Adobe Creative Cloud, and video/audio production with motion graphics.
- Designed and delivered lectures and hands-on workshops, mentoring students in real-time development and creative production.

## WORK EXPERIENCE CONTINUED

### APP PRODUCT MANAGER

Shades by Matiss | 2016 - 2018

- Initiated and pitched a mobile AR app for a window shade company, securing stakeholder buy-in and leading end-to-end development.
  - Defined product vision, collaborated cross-functionally, and shaped features based on user needs and real-world product visualization.
  - Developed marketing strategy and created promotional video content.
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## EDUCATION

### MA (HONS) IN DIGITAL MEDIA ARTS

University of Hertfordshire, UK | 2018 - 2019

### BACHELOR OF ARTS (FILM STUDIES)

Hunter College of CUNY, New York, USA | 2013 - 2016