

ALEXIS RAMOS.

SENIOR 3D ARTIST / XR SPATIAL COMPUTING / REAL-TIME PRODUCTION

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Senior 3D artist and XR project lead with **15+ years in 3D** and the last six devoted to immersive experiences for VR, AR and MR. I work at the intersection of visual direction, technical execution and production leadership — designing and delivering real-time solutions built around training, business and user-experience goals, from concept and 3D art through engineering integration, technical validation and client sign-off.

EXPERIENCE

XR Project Coordinator · AR/VR Production Lead

Aug 2025 – Jan 2026

Geomática Moncaleano Sáenz S.A.S. — ANH Colombia, Energy Transition Tour

- Led production and delivery of four ARCore experiences for Android and one VR experience for Meta Quest 3 for Colombia's National Hydrocarbons Agency (ANH).
- Directed a multidisciplinary team across design, programming, 3D art, sound, QA and documentation — five immersive experiences shipped on schedule and deployment-compliant for a government client.
- Shaped scripts and interaction structure, aligning narrative and project goals with real-time technical feasibility.
- Owned client communication with ANH's assigned engineer: feedback cycles, approvals, institutional validation and technical-documentary follow-up.
- Presented progress and final experiences to the institution, and trained experience-center instructors on handling and navigating the AR/VR applications.

Senior 3D Artist

Feb 2023 – Jun 2025

Xennial VR — AR · Bogotá, Colombia

- Built high-fidelity environments and assets for VR and AR, including the Gulfstream G500, Embraer ERJ-145 and King Air C90 cockpits for Meta Quest 3.
- Integrated assets in Unity end to end: import, material authoring, lighting setup and light baking.
- Optimized scenes for mobile hardware through LODs, trim sheets, draw-call reduction and polygon budgets.
- Configured shaders, tuned post-processing and ran performance testing on device.

Lead 3D Artist

Jun 2019 – May 2022

Zphera Tech · Bogotá, Colombia

- Owned the 3D pipeline for VR and AR environments, from modeling and texturing to asset management for virtual training.
- Handled light baking, material setup and optimization in Unity.
- Coordinated workflows and quality reviews across immersive projects.

Environment Artist & Asset Creator

2022 · 5 months

Crimson Sky Games · United Kingdom · Freelance

- Created assets and environments for static renders and interactive demos.
- Produced PBR textures and lighting setups in Marmoset Toolbag.

3D Generalist

May 2017 – Jan 2026

Brand Animated · Seattle, USA · Freelance

- Produced 3D video for clients including King County Metro and the Seattle Police Department.
- Modeling, animation and compositing in After Effects.

3D Generalist, NeuroLeadership Institute · New York, USA — medical elements modeled, textured and lit for training video. 2017

Lighting & Rendering Director, Vision Art · Bogotá — characters and objects for the children's series “Pequeños Héroes”; lighting and rendering in Maya and Mental Ray. 2014 – 2016

3D Generalist, Edibca S.A. · Bogotá — anatomical illustration and medical animation for educational video. 2010 – 2012

CORE SKILLS

3D environment modeling	Lighting, baking & post-processing
PBR texturing & material creation	Unity & Unreal Engine workflows
Real-time optimization (VR / AR / MR)	Technical documentation review
XR production coordination	Client communication & feedback

TOOLS

Autodesk Maya · Substance Painter · ZBrush · Marmoset Toolbag · Keyshot · Unity · Unreal Engine · Adobe Photoshop · After Effects · Figma · Hunyuan 3D · Claude & Claude Design

EDUCATION

Audiovisuals & Multimedia — Jorge Tadeo Lozano
University, 2008

Advanced Maya: Character Rigging — Naska Digital, 2009

Advanced Maya: Materials (Cloth, Hair & Fur) — Naska
Digital, 2009

Essential Maya: Effects & Animation — Naska Digital, 2008

LANGUAGES

Spanish — native

English — B2+