rvolve

Pushing the boundaries of creative expression, design, and innovation through continuous integration of cutting-edge technology.

Contact

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Education

2015 - 2018
BA - Computer Visualisation and Animation
Bournemouth University - NCCA
1:1 First class honours

2011 - 2015
Mathematics and Information
83% Baccalaureate - Emanuel Highschool

Expertise

- Character Design & Concept Art
- Technical Modeling & Sculpting
- Facial Expression Blendshapes
- PBR Texturing & Look Development
- AI development & Scripting
- Teamwork & Client Communication

Software

Mastery of:
 ZBrush, Maya, Blender, Substance Painter, Photoshop, Python

Profficient in:
Substance Designer, Houdini, Katana, Unity, Unreal, Marvelous Designer, C++, APIs

Render Engines:
Cycles, Evee, Renderman, Vray, OpenGL

AI frameworks:
 OpenAI, Langchain, StableDiffusion, ElevanLabs, Replicate, Fal, Flux, Veo2, Sora, ComfyUI

Alin Bolcas

Senior Character Artist

I have nearly a decade of experience creating hero characters for major productions such as Sonic the Hedgehog series, Dungeons & Dragons, and Maleficent: Mistress of Evil.
I specialise in character concept development, efficiently solving complex creative and technical challenges in collaboration with world-class teams to deliver commercially successful, high-end results.
Committed to continuous growth, I'm expanding my skillset by integrating cutting-edge AI technologies into traditional CGI workflows, enhancing creative processes and accelerating iteration.

Latest Experience

Paramount Pictures

Senior Character Artist   October 2022 - October 2024

- Sonic 3 (2024):
  - Created the first high-end 3D representations of Shadow, Amy Rose, Metal Sonic, Robotnik's Crab by translating the Art Director's concept art.
  - Responsible for concept design, modeling, UVs, sculpting, facial shapes, texturing, look development, prototype rigging, marketing posing, environments, prop building and tool scripting.
  - Collaborated closely with the Art Director, VFX Supervisors, and Director to ensure the characters aligned with the film's vision and cannon designs.
  - Built extensive 3D expression sheets to define the range of character facial performance and style guide.
- Sonic 2 (2022)
  - Defined the hero characters (Sonic, Knuckles, Tails) concept look in 3D based on art direction.
  - Built and iterated upon the facial shapes for all characters.
  - Created the 3D design of Mecha Robotnik based on the concept art.

Wonder Dynamics

Key Character Artist   September 2022 - September 2023

- Developed three alien characters by closely following the concept art direction.
- The work covered primary shape refinement, detail sculpting, creating animation-ready topology, UDIM workflow UVs, PBR textures, look development shader setup, proxy rigging, posing and presentation.
- Collaborated closely with the CEO and Art directors iterating upon the design.
- Worked collaboratively with the technical team to respect the integration requirements and conventions of Wonder Dynamics.

Freelance Sole Trader

Key Character Artist   November 2019 - October 2022

- Developed high-quality fully functional character assets collaborating with indie film directors, production agencies, and startups.
- Covered a generalist role, responsible for all aspects from initial concept, to rigging and facial shapes.
- Led the character development of two NFT projects.
- Dealt with complex technical challenges of managing character variations through scripting automations.
- Polished client relations experience and professional project presentation and delivery.

Moving Picture Company (MPC)

Key Character Artist   December 2020 - February 2022 & October 2018 - November 2019

- Sonic the Hedgehog (2020): Vitally responsible for Sonic's redesign, creating the 3D concept, covering all of the hero's technical requirements, crafted the complex facial shape network which enabled broad expression performance, and managed and maintained multiple hero assets throughout the show. Also contributed modeling characters including Eachidnas, Longclaw and Sonic Baby.
- Dungeons and Dragons (2023): Spearheaded the 3D concept design, modelling and sculpting of Themberchaud and the Black Dragon while collaborating directly with the VFX supervisors.
- Maleficent Mistress of Evil (2019): Contributed to Maleficent's wings design, building FACS-based facial shapes for a large number of fey digi-doubles, and fantastical creatures like the mushroom characters.
- Prehistoric Planet (2022): Helped define the visual aesthetic and realism of the show by accurately translating archaeological blueprints into pipeline-ready assets - establishing technical consistency and universality across assets.
- Disenchanted (2022): Played an instrumental role in elevating the realism of the chipmunk character, Pip and Cat Pip variation, building facial shapes for the characters, and helped maintaining other assets like the Scroll. Gained experience of using Katana for creating client-ready presentation dailies.