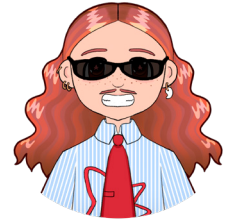# Théo Iparraguirre
3D CHARACTER ARTIST

✉ theo.iparraguirre@gmail.com   🌐 www.theoiparraguirre.com   +33627622430   in

3D Character Artist passionate about bringing ideas to life. Experienced in full character creation, from sculpting and retopology to Marvelous Designer simulation, Xgen grooming, texturing, skinning, and Unreal Engine integration. Driven to craft expressive, game-ready characters for immersive game worlds.

SKILLS

3D CHARACTER
- Realistic
- Grooming (XGen)
- Cloth (Marvelous)
- Stylized

PROPS DESIGN

ENVIRONMENT

LIGHTING

CONCEPT ART

GRAPHIC DESIGN

EDITING

TECHNICAL

Maya | ZBrush
Photoshop | Indesign
Canva | Premiere
Unreal Engine 5
Substance Painter
Marvelous Designer
Xgen | 3DS Max
Substance Designer
Character Creator 4
Unity | Marmoset
JIRA | Perforce

LANGUAGES

French (native speaker)
English (fluent)
Spanish (notions),
Japanese (begginer)

EXPERIENCES

Oct 2025

Unreal Engine 5 Instructor
Campus Fonderie de l'Image – Paris
Conducted hands-on sessions on Unreal Engine 5 covering asset integration, material creation, lighting, animation retargeting, and gameplay setup. Mentored students in building real-time environments and interactive prototypes.

2024/2025
1 year

Freelance 3D Character Artist & Visual Designer
Creation of 3D models, skinning, texturing and UE5 intergration of characters and props

2023/2024
1 year

3D Character Artist – Nin-Ja Company – Tokyo
Creation of 3D models, skinning, texturing and UE5 intergration of characters and props

2021/2022
1 year

Game Artist – Thales – Paris
Responsible for the art direction and creation of visuals (2D and 3D) for a serious game

2020/2021
3 months

Concept Artist – LB Productions – Paris
Created environment concept arts, illustrations for an unannounced TV show

2020
7 months

2D Artist on Twin Mirror – DONTNOD – Paris
Created environment concept arts, 2D assets, paint over, illustrations

2020
4 days

Storyboarder, illustrator – Freelance – Paris
Responsible for the storyboard of a short movie announcing a picture exhibition

2019
2 months

Graphic Designer
Le Comptoir des Langues – Paris
Handled the illustration of English courses with photomontages, storyboarding

2018
48 hours

Game Jam at the Tokyo University of Technology
Hachioji, Tokyo
Created a mobile video game with japanese students, by teams

EDUCATION

Jan 2023
Aug 2023

Research Student – Tokyo University of Technology – Hachioji
Duration : 7 months - Writting a thesis about the art of fear in video games, focusing on the specific methods developed in art direction that are designed to trigger fear

2017/2022

Game Art Master's degree – Isart Digital – Paris
Duration : 3 years of Bachelor, 2 years of Master's degree- Realization of team projects, learning pre-production methods and game production

2016/2017

1st year University Technology Degree course
(Internet and Multimedia Technologies)
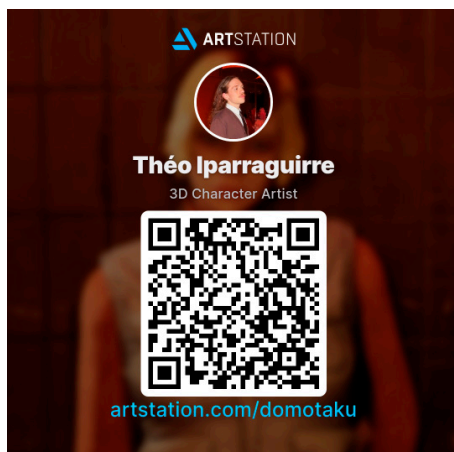University Institute of Technology - Mulhouse - 68100

PROJECTS

2023
2024

3D Character Artist – Devour & Hobble – Straight Back Games (Nin-Ja)
Created playable character skins, from sculpting, retopology, texturing, skinning & rigging.

2024

Environment Artist – YOASOBI x Vaundy – McDonald's (Nin-Ja)
Created one 3D environment for a collaboration video, along with two other artists.

Oct 2021
June 2022

3D Character Artist – End-of-study VR team project – Trust My Sense
Initiated the art direction, created environment & character concept arts, produced and textured 3D assets (respecting VR constraints), animated and integrated assets

HOBBIES

I'm passionate about psychological horror video games such as Silent Hill, Project Zero or Rule of Rose. I am really interested by the mechanisms of fear and horror art directions, which I studied in my thesis while I was at the Tokyo University of Technology. I'm also a music enthusiast of any genre, I have been playing piano since my childhood, all self-taught. I enjoy creating music in my spare time, using production softwares. I also love traveling, learning languages and Japanese culture, which really motivated me to move to Japan and dive into this exciting adventure that it was.

Artstation

Google Drive : selection of works from my previous position