

RAÚL DOLCET

LEAD / SENIOR CHARACTER ARTIST

Spain | EU Citizen | Open to Remote / Hybrid

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[ArtStation](#) | [LinkedIn](#)

Private Professional Portfolio: supplied separately

01 PROFESSIONAL SUMMARY

Lead / Senior Character Artist with extensive videogame production experience, specializing in characters, creatures, armor and hard-surface assets. Experienced across the full character pipeline from high-poly sculpting to final game-ready delivery. Former Lead Character Artist at Wolcen Studio, combining hands-on production with leadership, mentoring and asset review in multicultural and multigenerational teams.

02 CORE SKILLS

Character Art: Character Modeling | Creature Modeling | Digital Sculpting | Anatomy | High-Poly | Game-Ready Modeling | Retopology

Production: UV Mapping | Baking | PBR Texturing | Material Creation | Clothing | Cloth Simulation | Armor | Weapons | Hard Surface

Leadership: Team Leadership | Multicultural & Multigenerational Teams | Mentoring | Asset Review | Artistic & Technical Feedback | Workflow Development | Production Problem Solving

03 PROFESSIONAL EXPERIENCE

2023 — Present

FREELANCE CHARACTER / 3D ARTIST — Independent

Spain & International

- Character, creature and 3D asset production for portfolio, selected clients and digital projects.
- High-poly sculpting, game-ready modeling, retopology, UVs, texturing, materials and presentation.

2018 — 2023

WOLCEN STUDIO — Lead Character Artist

Nice, France | Wolcen: Lords of Mayhem

- Led an 8-artist character team across characters, creatures, armor and weapons, from concept interpretation through game-ready production.
- Combined hands-on 3D production with team leadership, asset review and artistic/technical feedback.
- Mentored junior artists and adapted communication and feedback to different backgrounds, generations and experience levels.
- Worked frequently from limited or incomplete concept art, resolving undefined anatomy, construction, materials and design directly in 3D.
- Maintained visual consistency while balancing artistic goals with technical and production requirements.
- Helped identify production bottlenecks and improve practical workflows for character asset development.

2015 — 2018

AXYZ DESIGN — Lead 3D Artist / Team Lead

Milan, Italy

- Managed a distributed team of approximately 8 artists from Ukraine, Russia, Colombia, Spain and Argentina.
- Led scanning, processing and preparation of 3D human assets and implemented new production techniques and workflows.
- Worked with scan-based character production, photogrammetry, topology and technical asset preparation.

2013 — 2015

TÁNTALO GAMES — 3D Lead Artist
Spain

- Combined hands-on 3D production with art-team coordination and Lead Artist responsibilities.

2008 — 2017

WASD SCHOOL OF ART — Manager / 3D & 2D Instructor
Zaragoza, Spain

- Managed the school and taught professional 3D/2D production.
- Designed training focused on practical production workflows and mentored students and professionals.

04 EARLIER GAME INDUSTRY EXPERIENCE

Began my professional videogame career working on Commandos. Earlier production work includes projects connected with Electronic Arts, Havok, THQ, Danger Close, Massive Entertainment, PlayStation, Pyro Studios and other international videogame teams, across internal, outsourced and shared production pipelines.

05 SOFTWARE

3D / Modeling: Maya | ZBrush | Mudbox | 3D Studio Max | Fusion 360 | Marvelous Designer | Wrap3

Texturing / Materials: Photoshop | Quixel Mixer | Substance Painter | Mari

UV / Baking / Maps: UV Layout | Knaid | XNormal | RizomUV

Rendering / Presentation: Marmoset Toolbag | Arnold

Game Engines: Unreal Engine | CryEngine | Unity

Photogrammetry / Scanning: Agisoft

Postproduction: After Effects | Premiere Pro

06 EDUCATION

Master in Artificial Intelligence: Universidad Isabel I

Master in Digital Production & 3D: Trazos School of Art

07 LANGUAGES

Spanish: Native

English: Professional Working Proficiency