

RAÚL DOLCET

LEAD / SENIOR CHARACTER ARTIST

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

Hello, I'm Raúl Dolcet Mendoza.

3D Artist specialized in characters, with extensive professional experience in the video game industry. Over the years, I have worked as an Artist, Senior Artist and Lead Character Artist across productions of different scales, styles and team structures.

I am not interested in simply making models that look good. I am interested in creating assets that work.

My main focus is characters, creatures and hard-surface elements built for real production. I can handle the complete asset pipeline, from concept interpretation and development through sculpting, modeling, retopology, UVs, texturing, materials, optimization and final presentation.

One of my strongest skills is solving what has not yet been solved. I have often worked from incomplete concepts or limited references, making the design, anatomical, material and technical decisions required to turn an idea into a coherent, production-ready asset.

As a Lead Character Artist, my role has gone beyond asset creation. I have supervised and mentored artists, reviewed production work, provided actionable feedback and helped less experienced team members develop their skills while maintaining the visual and technical standards of the project. For me, leadership is not about moving away from production, but about understanding it well enough to help the whole team deliver better results.

After many years in 3D, I am still learning. I have recently completed a Master's degree in Artificial Intelligence at Universidad Isabel I, expanding my understanding of the technologies and workflows that are already reshaping digital production and the future of our industry.

What still motivates me is the same thing that brought me into this field in the first place: turning an idea into something with presence, solving the problems between concept and final asset, and pushing each project further than the one before it.

I am currently open to new professional opportunities within 3D production and game development.

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