

LUIS CARLOS EALO

Game Developer | XR Specialist | Technical Artist | 3D Animator | Computer Engineer

Portfolio: <https://ealo.super.site/portfolio> | www.linkedin.com/in/luiscarloseoalo

✉ luiscarloseoalo@gmail.com

Professional Profile

Senior Technical Artist and Game Developer with over 25 years of experience in the digital industry, specializing in immersive technologies (VR/AR/XR), 3D animation, and game mechanics. Proven expertise in Unity, Unreal Engine, Maya, and Houdini, with a strong background in technical art, visual effects (VFX), and real-time engines. Fluent in English (C2) and Spanish, I have led creative and technical projects for international clients, blending innovation with production efficiency. Adept at shader development, procedural animation, pipeline integration, and interactive storytelling across platforms. I bring a multidisciplinary perspective that bridges engineering, art, and gameplay.

Professional Experience

Senior Technical Artist

Polygonus | 2023 – Present

- Developed shaders, game mechanics, and AR/VR/XR environments using Unity and Unreal Engine.
- Collaborated with 3D artists and developers to optimize asset integration and performance.
- Created immersive storytelling experiences for commercial and educational clients.

Game Engineer & Animator

Life is the Game | 2023

- Implemented core game mechanics and visual effects for immersive gameplay.
- Animated characters and designed interactions using Unity and Maya.

3D Animator & VFX Artist

TorahLive | 2011 – 2022

- Led animation pipeline: rigging, simulation, lighting, and rendering for interactive video content.
- Produced high-quality digital content for global e-learning platforms.

Game Developer & GUI Engineer

Cepa Technologies | 2008 – 2011

- Built front-end systems and designed user experiences for interactive software products.
- Animated 3D promotional content integrated with custom game engines.

Freelance Game Developer & 3D Artist

Various International Clients | 2006 – 2018

- Delivered 3D modeling, rigging, animation, and real-time VFX for game and XR projects.
- Managed full development cycles for indie games and prototypes using Unity and Blender.

3D Animator & VFX Artist

D3 Interactive | 1999 – 2006

- Created animations, digital composition and special effects for TV and cinema.
- Led end-to-end production of motion graphics and institutional audiovisual content.

Teaching and Research Experience

Adjunct Professor

EAFIT University | 2025 – Present

Courses: Programming Languages using Unity Engine, Computational Design using GDevelop.

Adjunct Professor

University of Antioquia | 2020 – 2023

Courses: Augmented/Virtual Reality, Videogames, Usability. Advisor for graduation projects.

Program Director and Full-Time Professor

University of San Buenaventura Medellín | 2018 – 2023

Director of Computer Engineering Career

Director of Data & Software Career

Courses: VR/AR, Videogames, and 3D animation's complete pipeline.

Research group leader.

Adjunct Professor

University of Medellín | 2005 – 2018

Courses: 3D Animation, Digital Compositing, Videogames. Graduation project advisor.

Adjunct Professor

CESDE | 2012 – 2016

Courses: Advanced Animation, Special Effects, Organic Modeling.

Technical Skills

Game Engines: Unity 3D, Unreal Engine, GameMaker, GDevelop

Programming: C#, JavaScript, CSS, HTML, GIT

3D & Technical Art: Maya, Houdini, Blender, 3Ds Max, ZBrush, Substance Painter, Mudbox

VFX & Compositing: After Effects, Davinci Resolve, Premiere, Photoshop

Languages: English (C2), Spanish (Native), German (Basic)

Education

Master's in Creation and Audiovisual Studies

Universidad de Antioquia

Research: Univerzoom – Augmented Reality Game for Scientific Communication (Cum Laude)

Computer Engineer

Universidad de Medellín