

# Rév O'Conner

Technical Character Artist



India



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<https://www.revoconner.com>



<https://linktr.ee/revoconner>



<https://www.artstation.com/revoconner>



<https://github.com/revoconner>

Self-taught Innovative Technical Character Artist with 10 years of CG expertise, operating from the beautiful Himalayan region of India. Pioneer in developing open-source tools, including the first MetaHuman rig transfer solution and a topology-based vertex ID transfer tool for 3ds Max (featured on 80.lv).

Specializing in shader optimization and cross-platform DCC integration tools, I bridge technical gaps between traditional 3D applications and game engines. Known for thriving under pressure and tackling complex technical challenges with creative solutions.



## Work History

2022-09 - 2024-11

### Character TD

V-Armed, Tel Aviv (Remote)

- Led comprehensive character pipeline redevelopment, improving modular character system and studio-wide custom rigging workflow
- Optimized Unreal Engine performance through development of consolidated master shaders, reducing instruction count and texture lookup operations to be compatible with VR requirements, while also improving visual fidelity of characters to match AAA video game quality
- Supervised international team at Bangkok studio responsible for characters

2024-01 - 2024-03

### Character Supervisor

ASB Bangkok, Bangkok

- Completed a three-month special assignment from V-Armed to train Bangkok studio character artists in using the master shader and rigging system I had developed in-house, facilitating knowledge transfer and pipeline adoption between studios

2020-10 - 2022-07

### Senior Technical Character Artist

VFR, Tel Aviv (Remote)

- Worked on character lookdev pipeline as well as creating clothing assets and hair grooming using Xgen
- Developed custom tools to adapt proprietary third-party character rigs, as well as tools to convert the rigs to be used in game engines, optimizing the

character creation pipeline

- Created proprietary Python tool for MetaHuman rig transfer in Maya, predating Epic Games' DNA file editing capabilities
- Engineered custom tools for seamless transfer of speech synthesis animations between Maya and Unreal Engine

2019-06 - 2020-06

## Lead Character Artist

*Impossibility Labs, California (Remote)*

- Created realistic characters within the realms of technical limitations compatible with VR, for the video game simulation - Artheon VR Museum

2017-01 - 2019-04

## Character Artist

*Global Paradise, Remote*

- Created creature and characters for a mobile video game

2015-12 - 2017-01

## 3D Rigger and Animator

*Flamingo Games, Paris (Remote)*

- Responsible for rigging and animating blob like characters to look like soft body simulation while staying within the technical limitations of using only a certain number of joints
- Was also responsible for maintaining existing in-house 3ds Max exporter tool to work with the in-house game engine updates, using maxscript

2014-01 - 2015-07

## 3D Modeler

*Moorepark Museum, Remote*

- Responsible for creating miniature models of trucks and vehicles, as well as rendering them using Keyshot



## Titles worked on

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- VR Armed Forces Training Simulation
- Cyber Eve
- Artheon VR Museum Simulator
- Mobile Video Game



## Software and Coding

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- Maya
- 3ds Max
- Unreal Engine
- Substance Designer / Painter
- Zbrush
- Marvelous Designer
- Ornatix / Xgen
- Wrap 3D
- V-ray

- Arnold
- Mari
- Blender (Intermediate)
- Houdini (Beginner)
- Python
- Maxscript
- HLSL
- Unreal Blueprint
- HTML/CSS
- C++ (Intermediate)
- AutoHotkey, Solidity



## Legal Name

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Ketan Singh



## References

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- **Yogev Levy** | V-Armed | Lead Character Artist | +972 50-866-9333 | [yogev@v-armed.com](mailto:yogev@v-armed.com)
- **Elad Dabush** | V-Armed | CEO | +972 54-768-9797 | [elad@v-armed.com](mailto:elad@v-armed.com)



## Languages

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English



Bilingual or Proficient  
(C2)

Hindi



Bilingual or Proficient  
(C2)

Bengali



Advanced (C1)