

# Alin Bolcas

## Senior Character Artist & Creative Technologist



Nearly a decade of experience creating hero characters for major film productions including the Sonic the Hedgehog franchise, Dungeons & Dragons: Honor Among Thieves, Prehistoric Planet, and Maleficent: Mistress of Evil. Specialising in character concept development, facial expression systems, and full-pipeline technical art, consistently delivering commercially successful results in collaboration with world-class VFX teams. Since June 2025, working again with Paramount Pictures on a project currently under NDA.

Website: [arvolve.ai](https://arvolve.ai) | Email: [alin@arvolve.ai](mailto:alin@arvolve.ai) | LinkedIn: [linkedin.com/in/alinbolcas](https://linkedin.com/in/alinbolcas) | IMDB: [Profile](#)

### EXPERIENCE

#### Paramount Pictures

Senior Character Artist | June 2025 - Present  
▪ Current Paramount production under NDA.

#### Paramount Pictures

Senior Character Artist | October 2022 - October 2024  
▪ Sonic 3, Sonic redesign, and D&D; hero work across concept, sculpt, facial systems, texturing, and lookdev.

#### Wonder Dynamics

Key Character Artist | September 2022 - September 2023  
▪ Sonic 2 hero cast and Mecha Robotnik across concept translation, facial systems, topology, textures, and presentation.

#### Freelance Sole Trader

Key Character Artist | November 2019 - October 2022  
▪ Generalist character development for indie film, agencies, and startups from concept through rigging, facial shapes, and automation.

#### Moving Picture Company (MPC)

Key Character Artist | December 2020 - February 2022 & October 2018 - November 2019  
▪ Maleficent, Prehistoric Planet, and Disenchanted work spanning creatures, facial shapes, realism, and pipeline-ready assets.

#### Arvolve - Founder & Creative Technologist

Founder | 2023 - Present  
▪ Built ArX and AI-native creative tooling for generation, research, workflow automation, and product development.

### EDUCATION

#### Bournemouth University - NCCA | 2015 - 2018

BA - Computer Visualisation and Animation - 1:1 First class honours

#### Emanuel Highschool | 2011 - 2015

Mathematics and Information - 83% Bacalaureate

### EXPERTISE

- Character Design & Concept Art
- Technical Modeling & Sculpting
- FACS-based Facial Expression Systems
- PBR Texturing & Look Development
- AI Development & Creative Tooling
- Traditional Arts & Anatomy
- Teamwork & Client Communication
- Production Pipeline Optimisation

### SOFTWARE

Mastery: ZBrush, Maya, Blender, Substance Painter, Photoshop, Python  
Proficient: Substance Designer, Houdini, Katana, Unity, Unreal, Nuke, Marvelous Designer, C++, Swift  
Render: Cycles, Arnold, RenderMan, V-Ray, Eevee, OpenGL