

## 3D ARTIST

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### VR-Focused 3D Artist - 4 Years Industry Experience

Model, Texture, Retopo, UV, Surfacing, Game Engine, Art Optimization, Documentation

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## SKILLS

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- Autodesk Maya
- Unity Engine
- Pixologic ZBrush
- Marmoset Toolbag
- Perforce
- 3D Coat
- Adobe Photoshop
- Substance Painter
- XNormal
- Foundry Modo
- Unreal Engine
- Headus UV Layout

## EXPERIENCE

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### 3D Artist

Sept 2017 – Current

#### Facebook

- Created content for VR first experiences offering optimum performance, visual quality, and overall experience for both desktop and standalone VR headsets
- Developed high-quality avatar asset, including hair meshes, UVs, and texture explorations for the launch of Avatars 2.0 for Facebook Spaces
- Used Unity to create projects from the ground-up, iterating on ideas and concepts throughout the design cycle, and optimizing performance for the target platform
- Cross-collaborated with designers and engineers to ensure that art creation harmonized with core functionalities and design features of any given project.
- Collaborated with art director and concept artists to ensure style, vision, and feel were maintained throughout all phases of the project
- Led multiple team efforts, alongside art producer, to define art phases, and plan out and assign tasks towards milestone goals
- Provided feedback for technical artists in order to streamline artist tools and optimize artist efficiency
- Created and maintained artist/non-engineer onboarding documentation that covered setup procedures within the specific infrastructure of the product, and led to improved team productivity

### 3D Artist

Aug 2015 – July 2017

#### AltspaceVR

- Created all talent/celebrity custom avatars while maintaining the art style of each avatar series, as well as satisfying the requests from partners
- Ensured that the latest avatar customization system was designed to support artists needs, keeping hobbyists, professionals, and partners in mind
- Created the "Geo Campfire" environment: a highly active and heavily populated persistent space, and the first experimentation with a non-realistic art style
- Frequented cross-department collaborations with Marketing, Engineering, Design, and Business Development for items such as promo creation, SDK support, systems creation, and partnerships
- Communicated directly with various partners on single IPs for large scale events

