

# JOSE R. CONCHA

3D ARTIST

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## SUMMARY

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I'm a 3D artist currently residing in Madison, Wisconsin. Prior to working at PerBlue, I created art for web and mobile games and published several of my own assets on the Unity Assets Store.

## SKILLS AND QUALIFICATIONS

- Experience with authoring HDR panoramas for IBL.
- Understanding of authoring textures, models and materials for PBR.
- High and low poly modelling
- Effective knowledge of surface shaders.
- Self motivated to learn new programs and techniques.

## SOFTWARE PROFICIENCIES

- Photoshop
- Maya, Blender
- Zbrush
- Unity3D
- xNormal
- Substance Designer and Painter
- Marvelous Designer
- Marmoset Toolbag

## PROFESSIONAL EXPERIENCE

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### 3D Artist / Technical Artist III

PerBlue [ May '16 – Present ]

- Collaborate with the producers, art directors, artists and programmers to define, implement and iterate on features and changes.
- Problem solve, profile and optimize issue across the product and art/development pipeline.
- Act as subject matter expert for tooling and art processes.
- Create assets and documentation to coach outsource artists on working optimally.

### Game Artist

Sega Networks, Three Rings Design [ November '15 – March '16 ]

- Model, rig, and texture hero and enemy characters for an untitled project.
- Help establish and unify baking procedures for 3D assets.
- Implement assets and troubleshoot issues found during implementation. Update documentation based on research.

### 3D Artist

Rocketeer Games Studio, LLC [ July '12 – April '15 ]

- Replace art for an existing IP and optimize assets to work well within web streaming limitations.
- Created weapons, vehicles and character skins.
- Implemented an array of in-game assets including environment prefabs, collision, level layout, and baked lighting.

## EDUCATION

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BS - Game Art & Design

The Art Institute of California-Sacramento [July '09 – June '14]