

# Jose Concha

## 3D Artist

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### Skills

- Adept to learning new art styles.
- Experience creating assets, tools and shaders for modular character systems.
- High and Low poly modelling.
- Texturing.
- Extremely motivated to learn new technology.
- Proficient skills in traditional figure drawing.

### Software

- Agisoft Photoscan
- Maya
- Marvelous Designer
- Marmoset Toolbag
- Photoshop
- Substance Designer
- Substance Painter
- Unity3D
- ZBrush

### Education

#### The Art Institute of California/ BS Game Art & Design

July 2009 - June 2014, Sacramento  
CA

### Awards

#### Fellowship Award 2013, GAD

The Art Institute of California -  
Sacramento CA

### Summary

I'm a 3D artist with 7 experience working on characters, environments, shaders, and tooling for games. Throughout this time I've also worked in the production and visual development for original and licensed IP's. The most recent of which was "Disney Heroes:Battle Mode".

### Experience

#### PerBlue Entertainment, Inc / 3D Technical Artist III

May 2016 - Present, Madison WI USA

- Act as subject matter expert for tooling and art processes.
- Collaborate with the producers, art directors, artists and programmers to define, implement and iterate on features and changes.
- Problem solve, profile and optimize issues across the product and art/development pipeline.
- Work closely with outsourcing vendors by written communication, providing example artwork and documentation, and direct training.

#### Orionark Games, LLC / Character Artist (Remote)

April 2019 - Present, Madison WI USA

- Model and texture base characters and equipment for a modular character system.
- Model and texture props and other key assets.

#### Sega Networks, Three Rings Design / Game Artist

November 2015 - March 2016, Madison WI USA

- Model, rig, and texture hero and enemy characters for an untitled project.
- Help establish and unify baking procedures for 3D characters.
- Implement assets and troubleshoot issues found during implementation.
- Create documentation to support artists learning character creation pipeline.

#### Rocketeer Games Studio, LLC / 3D Artist

July 2012 - April 2015, Rocklin CA USA

- Created weapons and character skins for a modular character system.
- Created art for an existing IP, and optimized assets to work well within web streaming limitations.
- Implemented assets in the game engine, including environment prefabs, collision, level layout, and baked lighting.