



Kevin M. Castaneda - VR 3D Generalist

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QUALIFICATIONS

- Product management experience writing requirements, creating tasks using Jira, and leading product side of a company
- Leading a team of developers in launching products and supporting existing products
- 7 years of 3D modeling experience with Maya, with 4 years of professional experience.
- Has shipped to PSVR, HTC Vive, Google Cardboard, and Gear VR.
- 4 years working with PBR pipeline
- 3 years working with real time engines (Unity)
- Adaptable to different workflows and pipelines
- Excellent high poly sculpting & low poly modeling skills
- Prop modeling & environment modeling from references and concepts
- Optimization for VR/ AR / WebGL /mobile games
- Game Design, a deep understanding of gameplay functionality, and ability to write requirements for developers
- Level Design, dressing up scenes & making sure the environment reads well
- Up to date with modern 3D trends, 3D techniques, and workflows
- Basic animations for hard surface models
- Experience with cinematic camera work in real time
- Basic VFX / Particles
- and a sincerely deep passion for gaming and the art!

SOFTWARE PROFICIENCY

- Autodesk Maya
- Adobe Photoshop
- Unity
- Algorithmic Substance Painter
- Pilgway 3D Coat
- Pixologic Zbrush
- Quixel Suite 2.0
- Marmoset Toolbag 2
- Unreal Engine 4
- XNormal
- Jira
- Adobe XD

KNOWLEDGEABLE

- Algorithmic Substance Designer
- Adobe Premiere
- Adobe After Effects
- Marvelous Designer 5
- Bitmap2Material 3

- MakeHuman
- Knald
- Megascans Studio
- Blender

WORK EXPERIENCE

Cisco Systems Inc / Creative Circle

November 2019 — Present

VR Specialist / Technical Director

Cisco Systems, Inc. engages in the design, manufacture, and sale of Internet Protocol based networking products and services related to the communications and information technology industry.

I was brought onto take ownership of the VR and AR visualization and demonstration of their technology during a harsh deadline. The project was initially being built in Unreal Engine 4, but because i am more proficient in Unity, i scrapped the project and started over in Unity when i joined.

My responsibilities at Cisco Systems is to piece together visualization diagrams of their technology, and demonstrate this within a virtual environment. I am responsible for all aspects of the tech demo application including 3d modeling, texture creation, lighting, and simple VR interactions. I also model assets on an as needed basis, which will be implemented in the tech demo application, or be used in video demonstrations during meetings / talks.

The application i am building will be used during Cisco Live.

- Ownership of product decisions within VR
- Turn existing hardware into 3D models on an as needed basis
- Implementation of VR functionality using Oculus SDK, interactions with the touch controller (built for Oculus Quest)
- Piece together framework prefabs in Unity for future additions to the application like video playback with narrative based on specific scenes, Scene specific UI for navigation, Level loading, and triggers for animations.
- Ownership of the repository, and manage all assets / branches.
- 3D model assets needed to complete environments in each scene
- Composition and lighting
- Visual direction within the VR application based on engineering teams diagram sketches

BoomTV

September 2018 — January 2020

Head of Product | UI / UX Designer

- jira tickets for product management
- Set and meet tight deadlines for launching products
- Prioritizing important tasks for developers to implement
- Identify high priority bugs and requirements for releases
- managing art related branches in source tree
- Leading QA tests, and reviewing deliverable for developers
- basic agile / scrum experience with product team & developers
- Ability to thrive in a fast-paced, start up environment.
- relay requirements from brainstorm to finished specs / requirement documents for developers and designers and artists
- first hand experience working closely with DrDisrespect and other top name streamers
 - first hand experience creating environments for Esports teams, and professional gamers alike
 - experience creating UI / UX for streaming tools, and streamer widgets, for developers to implement
- Experienced in creation of product requirements, user flows, and documentation for projects

- Manage collaboration and communication with other team, including outsourced companies, developers, and contracted artists.
- Have created specification documents for big tournament events that involved juggernaut companies like Activision, Epic Games, and Blue Hole
- able to deliver specification documents based on high level details provided

BoomTV

November 2016 — September 2018

3D Generalist

<https://boom.tv/>

3D Generalist / Game designer for Boom.tv.

Some of my responsibilities include:

- Art direction
- Re-creating art styles based off of other games / experiences
- Concepting new environments for players to explore
- Creating particle systems / VFX for real time
- Video editing
- Writing specifications documents for developers to implement
- Implementing art pipelines to better suit all of our supporting platforms
- Optimization for Mobile VR, Desktop VR, and WebGL
- Managing 2D animations which are used by top name streamers like Dr.Disrespect!

What is Boom.tv?

Boom is the first 3D live-streaming platform for watching eSports on any device. Streamers use the platform to provide instant replays and multiple viewing angles for viewers on their PCs and mobile devices. For viewers with VR headsets, Boom simulates actually being in the game.

Looking Glass VR

August 2016 — November 2016

Contract VR 3D Prop Artist & Texture Artist

<http://lookingglassvr.com/>

<https://www.oculus.com/experiences/gear-vr/1107766839328808/>

This position includes modeling, texturing, and optimize assets for them to work on mobile devices for Google Cardboard / Gear VR. My workflow includes PBR (physically based rendering) texture atlasing, and lightmapping. All 3D artwork was done by me with concepts / art direction from Joe Boyle and tons of reference images.

Looking Glass VR is a mobile application for Google Cardboard which brings historic stereographic 3D photos from yesteryear into focus.

Mardonpol Inc

November 2016 — December 2016

3D Environment Artist

<https://www.playstation.com/en-us/games/quiz-night-tonight-ps4/>

http://store.steampowered.com/app/549280/Quiz_Night_Tonight/

Short term contract for an indie Playstation VR game. I designed the entire environment art, everything is optimized for console and VR use. I arranged models for gameplay, worked on all the lighting, and texturing. This title is on Playstation Store & Steam Store.

Step into an online Game Show! Trivia has never been so much fun. Featuring thousands questions, on a variety of genres/topics. Experience Trivia like never before. Play with or without VR.

Smartrac

June 2016 — August 2016

Freelance 3D Designer & Game Specialist

Freelance / Contract basis reworking 3D scans and turning them into PBR ready assets to use in Unity. As well as doing lighting in Unity for VR.

Virtual Xperience

March 2016 — June 2016

Freelance VR 3D Artist / Texture Artist

<https://www.virtual-xperience.com/>

Contract work remotely as part of their design, development, and production team. This includes creating custom textures, as well as creating 3D assets ready for use in Unreal Engine 4 with the Oculus Rift.

Virtual Xperience creates VR content for real estate, with a focus on residential, commercial and new development markets. Pre-sell or pre-lease your new developments with VR visualizations of the unbuilt environment. Clients include home builders, multi family developers, real estate agents and brokers, interior designers, architects, owners, and more.

EDUCATION

February 2013 — December 2013

Academy of Art University

August 2014 — December 2015

Lone Star College - North Harris

REFERENCES

References available upon request.