

Skilled, multi-faceted professional 3D Technical Artist offering many years of experience in various design fields and a reputation for excellence in Virtual Reality, Augmented Reality, Product Visualization, Game Design, Event Marketing and Architectural Visualization. Possess a keen eye for details and complex problem resolution. Ability to master new and emerging applications in design and animation. Experience in creating Lighting, Render Setup and Pre-Composites in VFX industry. Experience in conducting 3D Architectural Designs with the use of numerous 3D software packages; with Unity and Unreal. A capable programmer with an extensive background in Art and over 12+ years of Management experience. Strong interpersonal skills; adept at building key ties with clients, co-workers, suppliers, management and key-decision makers. Able to maintain effective collaboration with clients from project inception to completion.

Area of Technical Expertise

Engine: Unity Game Engine, Unreal Engine

Modeling: Autodesk 3ds Max, Autodesk Maya

Sculpture: Zbrush

Texturing: Adobe Photoshop, Substance Designer, Substance Painter, Quixel Suite

Rendering: VRay, Keyshot, Corona, VRed

Programming Languages: C#, Blueprints

EXPERIENCE & NOTABLE CONTRIBUTIONS

Fast Effect

Aug 2016 - Current

LEAD TECHNICAL ARTIST/VISUAL DEVELOPER

Royal Oak, MI

- Facilitate meetings with the business owner to brainstorm ideas on upcoming projects, review projects progress in alignment with the established deadlines and to also agree on development timelines.
- Effectively organize work and manage projects and tasks including weekly sprints using Wrike Project Management tools.
- Create and implement industry standard pipeline for the art production team in collaboration with the management to help organize individuals in the production team and assigning roles in order to move production along within the allocated timeline.
- Design and conduct training and development programs for the art production team with a focus on new practices and software packages to improve individual and organizational performance.
- Maintain constant communication with the team to gather and evaluate user requirements and ensure all processes meet objectives.
- Perform weekly code reviews to identify potential bottlenecks o accelerate and streamline the development process.
- Thoroughly evaluate and analyze customer assets for adequacy towards the project's needs.
- Demonstrate technical proficiency in preparing and retopologizing customer CAD data for real-time use, conceptualizing and creating 3D environments for VR and AR projects and creating lighting setups and Unity editor tools (C#) for visual development pipeline.
- Attend and actively participate in showcases and other major events, developing rationalized ideas and strategies to help facilitate proper training and provide staffing needs.
- Assign tasks, review and evaluate assets gathered from offsite contractors.
- Carry out other technical functions such as: performing thorough research and creating demos in Unity game engine for new hardware, optimizing assets for VR simulations in Unreal Engine and providing assistance with motion graphics development as well as other animation tasks as required.

RAM 2020 360 Vehicle Display

Dec 2019 - July 2020

LEAD VISUAL DEVELOPER

Royal Oak, MI

- Utilized technical expertise and comprehensive experience in Unreal Engine Blueprints to create a framework of application.
- Created a custom video player system comprising of appealing and eye-catching visual displays which is used to display marketing content.
- Extended the button system to send URLs to an online server for capturing analytics.
- Accelerated workflow by inspecting and importing CAD data into the Unreal Game Engine to create stunning, real-time interactive visuals
- Conceptualized, designed and created cutting-edge automotive shaders and other materials needed for the vehicle.
- Setup the post-processing and lighting profile for each environment with a strong eye for visual quality and composition, and developed a system that dynamically switches between environments based on user input.

Ally Tech Demo**June 2019 – July 2019****LEAD VISUAL DEVELOPER***Royal Oak, MI*

- Designed, tested and took responsibilities for the overall development of a set of augmented reality games playable on a rotating display for Ally Bank.
- Developed and established a more understandable, easier to maintain and easier to extend framework design for more games following the SOLID principles.
- Fabricated, designed and streamlined 3D assets and environments to smoothly function from all angles when rotating the display.
- Reworked project enabling the use of High Definition Render Pipeline for higher-quality visuals.
- Created materials and textures using Shader Graph, Substance Painter and substance Designer.

Invisalign Holographic Display**Feb 2019 – Mar 2019****LEAD VISUAL DEVELOPER***Royal Oak, MI*

- Created a wrapper for a series of 3D demos using Unity games engine the Looking Glass Holographic display

Invisalign VR Exhibit**Feb 2019 – Mar 2019****LEAD VISUAL DEVELOPER***Royal Oak, MI*

- Optimized client's 3D assets into real-time models suitable for use in the Unreal Engine.
- Improved the rendering performance through the creation of lightmaps for models as well as additional texture work where needed.
- Imported assets into Unreal Game Engine to create stunning, real-time interactive visuals and composited the scene as required by clients.
- Sourced, setup and blended material and lighting according to the documentation provided by the client.

Delphi Chapter Stories**Dec 2018 – Jan 2018****VFX ARTIST***Royal Oak, MI*

- Created 2D animations in After Effects to tell the stories of multiple automotive products.

Case IH**Nov 2018 – Jan 2019****LEAD TECHNICAL DEVELOPER***Royal Oak, MI*

- Responsible for creating and rendering 3D environments that would be used as Image Targets.
- Created VFX shaders to highlight content using Unity Shader Graph.
- Prepped all vehicles for animation and cleaned up texture sets.
- Assisted with particles and minor programming task.

Mahindra Roxor Colorizer**Dec 2018 – Jan 2019****LEAD TECHNICAL DEVELOPER***Royal Oak, MI*

- Smoothly authored and created a custom mobile vehicle wrap shader using Unity Shader Graph
- Sourced, setup and blended material and lighting, and performed model cleanup of all assets collected from clients.
- Created a 3D print version of a vehicle and its rock stand which was used as a Vuforia Model Target.

Mitutoyo Touch Table**Jun 2018 – Oct 2018****LEAD 3D ARTIST***Royal Oak, MI*

- Created a 3D printed holster models for tools that would be displayed on the table.
- Developed an object-recognition application which created powerfully engaging and memorable user experiences using Tangible Engine/Table.
- Built up and structured a post-FX and background elements framework.

Mahindra Online Vehicle Configurator**Feb 2018 – April 2018****LEAD 3D ARTIST***Royal Oak, MI*

- Converted Roxor CAD model into a real-time application for web version.
- Created texture assets and accurately set up materials for use in Play Canvas.
- Communicated, mentored and interfaced with offsite talents to monitor the quality of models and ensure its compliance with Mahindra standards.

ThyssenKrupp AR Wheel Stand
LEAD ARTIST/VISUAL DEVELOPER

Dec 2017 – Jan 2018

Royal Oak, MI

- Demonstrated technical proficiency in preparing, modeling and retopologizing customer CAD data for real-time use in AR Toolkit.
- Performed rigging and animation of the vehicle suspension used in the application in a way to make it seem more realistic.
- Individually setup and animated shaders based on concepts provided by the clients.
- Provided additional support and assistance with coding tasks when necessary.

Magna Vehicle Configurator

Oct 2017 – Dec 2017

LEAD ARTIST

Royal Oak, MI

- Flawlessly modeled the environment based on reference mockup provided by clients.
- Created additional props were used to showcase the client's technology and to add more unique effects.
- Configured lighting and reflection probes using a mix of emissive materials and volumetric lights
- Rigged all vehicles and props that were to be animated in Unity 3D to generate the desired result.

Fear Finder Magazine Augmented Reality App

Aug 2017 – Oct 2017

LEAD ARTIST/VISUAL DEVELOPER

Royal Oak, MI

- Idealized, established and monitored Augmented Reality games from conception based on magazine layout.
- Performed complex modeling and texturing tasks for all environments and models.
- Animated characters using 3ds Max and Mixamo for characters.
- Designed and programmed games and 3d scare gags using Vuforia and Unity.
- Constructed particle effects used in the environment via Unity and Photoshop.

Fast Effect Virtual Sales Tool

July 2017 – Oct 2017

LEAD ARTIST

Royal Oak, MI

- Developed a pitch for the VR environment which was eventually used as a sales tool for the company.
- Performed complex modeling and texturing tasks for all environments and assets.
- Documented and configured lighting to work on both IOS and Oculus Rift.
- Created texture sheets in Quixel for use in conjunction with modular environment sets.
- Created the particle effects used in the environment via Unity and Photoshop

RAM Promaster Configurator Augmented Reality App

April 2017 – July 2017

LEAD ARTIST

Royal Oak, MI

- Prepared, modelled and retopologized CAD data for use in Vuforia and Unity.
- Modelled and textured all mobile-ready props as well as the interior shelving units as required.
- Configured and enabled lighting rigs to work with different vehicle configurations.

AAM VR Winter Test Garage

Feb 2017 – Mar 2017

LEAD ARTIST

Royal Oak, MI

- Simplified the design process by modeling the environment based on photos of actual location.
- Prepared, modelled and retopologized CAD data for use in Unity Game Engine.
- Generated props and materials as needed using Substance Designer and Substance Painter.
- Setup and optimized the lighting for use in Oculus Rift.
- Performed quality control checks on all models and textures submitted by the art team.

Magna Driving Simulator

Aug 2016 – Jan 2017

LEAD ARTIST/LEAD PROGRAMMER

Royal Oak, MI

- Recreated current and conceptual vehicle technology using C# in Unity Game Engine.
- Programmed toolset/wrapper to work with Eddy's Vehicle Physics package.
- Created a custom audio manager that allowed audio/videos to be changed from one scene.
- Created 4 base environments to showcase different technology sets and developed environment props as needed.
- Performed quality control checks on all models and textures submitted by the art team.

FREELANCE EXPERIENCE

- Titan ARX** **Jan 2013 - Current**
OWNER/VISUAL DEVELOPER
Detroit, MI
- Oversee the creation and optimization processes of 3D models for real-time applications to visualize space requirements, but also improves drawing efficiency and accuracy.
 - Unwrapping, Texturing and Retopology for CAD data.
 - Build up realistic environments for offline and real-time applications.
 - Configure lighting and monitor rendering of products, vehicles and real-time environments.
 - Provide unity application development, architectural modeling and visualization services.
- ES3/Tesla** **Jan 2019 – Jan 2019**
3D RENDERING ARTIST CONTRACT
Rochester Hills, MI
- Took charge of the environment lightening and the set-up of materials for vehicle rendering.
 - Rendered still images for print using Keyshot.
- ES3/Wabco** **Aug 2018 – Aug 2018**
3D RENDERING ARTIST CONTRACT
Rochester Hills, MI
- Analyzed and corrected topology of CAD parts to be used for animation.
 - Configured lighting and developed materials for all CAD parts based on photo reference.
 - Created a 3-minute animation using Keyshot.
 - Composited the rendered frames and added graphic info using Adobe After Effects.
- ES3/RAM** **Mar 2018 – Apr 2018**
UNITY DEVELOPER CONTRACT
Rochester Hills, MI
- Oversaw the idealization and development of the Ram Spring Tour AR application using Unity/Vuforia.
 - Performed post-work on all Image Targets for use in the application.
 - Made application available on mobile stores (Google Play Store and iOS App Store).
- Jackson Dawson/Ford Motor Co.** **Nov 2017 – Jan 2018**
3D ARTIST CONTRACT
Dearborn, MI
- Streamlined the design process my modeling environment based on reference material provided by clients.
 - Configured lighting and reflection probes to resemble reference lighting.
 - Setup of Post Processing FX
 - Created material library with Substance Designer and Photoshop.
- Fast Effect/Denso** **Jul 2016 – Jul 2016**
LEAD ARTIST (Contract)
Royal Oak, MI
- Converted CAD data into optimized low poly 3d models for use in HoloLens Project.
 - Converted CAD data into optimized low poly 3d models for use in Vive Project
- Fast Effect/Denso** **Nov 2015 – Jan 2015**
LEAD ARTIST (Contract)
Royal Oak, MI
- Oversaw and managed the creation of 3D models for use in Denso Smart City AR and Denso Smarter Mobility Oculus Rift project.
 - Conceptualized/Animated UI elements for Denso projects
 - Successfully optimized purchased assets for the company in mobile applications
 - Accurately performed the texturing of all original environment assets
 - Handled camera and prop animation task as needed

EDUCATION

Institute of Art, Design and Technology
Bachelors of Fine Arts: Game Production
Troy, MI, USA