

Kevin M. Castaneda

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Qualifications

- 7 years of 3D modeling experience with Maya, with 5 years of professional experience.
- Has shipped to PSVR, HTC Vive, Google Cardboard, and Gear VR.
- 5 years working with PBR pipeline
- 4 years working with real time engines (Unity)
- Product management experience writing product documents, requirements and product development
- experienced creating UI/UX for websites, in game HUD, or mobile apps
- Deep understanding of streamer behavior
- Deep understanding of building social VR platforms and experiences
- Leading a team of developers in launching products and supporting existing products
- 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
- Deep understanding of gameplay functionality, and ability to write requirements for developers
- 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
- Experience with VFX in after effects, and particles in Unity

Work experience

Aquent (Amazon)

November 2020 — Present

Senior 3D Artist

My responsibilities on this team at Amazon is to help the art director in maintaining a consistent art style by providing feedback to existing assets that were received by outsourcing teams, as well as continue maintaining the art style on props which i work on. I work on bug fixes and polishing tasks for the game we are working on.

- Modeling hard surface assets that need to be optimized for three.js workflow
- Maintaining art style throughout the game
- Optimizing existing assets such as polycount reduction, and fixing issues that arrive from outsourced art
- Fixing texture related issues and re-optimizing textures to fit our performance needs
- Environment art optimization, including create unique textures for better performance
- Coordinate between product management, art director, engineers, and tech artists

Cisco Systems Inc / Creative Circle

November 2019 — November 2020

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.

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.

- Product decisions for the VR applications
- 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 environments and props to fit diagram needs
- Composition and lighting
- Visual direction within the VR application based on engineering teams diagram sketches

BoomTV

September 2018 — January 2020

Esports Head of Product | UI / UX Designer

- Built an Esports platform with a focus on streamers and influencers
- Set requirements for developers, and managed tasks and product launches through Atlassian Jira
- Set and meet tight deadlines for launching products
- Prioritizing important tasks for developers to implement
- Identify high priority bugs and requirements for releases
- Leading QA tests, feedback loops and reviewing deliverable assets 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, Shroud, Ninja as well as Esports teams.
- 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 companies like Activision, Epic Games, and Bluehole Inc.
- 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, creating motion graphics for loading screens or live stream scenes.
- 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
- Worked on streaming assets which are used by top name streamers like Dr.Disrespect, Shroud, and Ninja!

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.