

Jose Concha

3D Artist

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suspectlogic.com/tech-art

Skills

- Adept to learning new art styles.
- Creating assets, tools and shaders for modular character systems.
- Hard surface and organic modelling.
- Texturing.
- Proficient traditional art skills.
- Proficient scripting tools with Python and C#. Some Javascript experience making tools for photoshop.

Software

- Maya, Blender
- Marvelous Designer
- Marmoset Toolbag
- Photoshop
- Substance Designer & Painter
- Unity3D & Unreal Engine
- 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

- Self-motivated 3D artist with a can-do attitude that thrives in a team atmosphere.
- Extensive experience working alongside engineers to aid in developing and streamlining workflows/tools.
- Critical thinker with a knack for problem solving and passion for perfecting my craft.
- Process driven and highly adaptable with good documentation habits to boot!

Experience

PerBlue Entertainment, Inc / Principal Technical Artist I

May 2016 - Present, Madison WI USA

- Hold stake in authoring new proprietary tools and shaders for various projects.
- 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 / Character Artist (Freelance)

April 2019 - February 2020, Madison WI USA

- Create 3D models and textures for modular characters and props.
- Acted as consultant for developers implementing models in Unreal.
- Provide status updates on assets to the product owner during our weekly check-ins.
- Built simple tools for the animator and myself to iterate on modular characters.

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.
- Helped establish and unify baking procedures for 3D characters.
- Implement assets and troubleshoot issues found during implementation.
- Create documentation to support artists learning the 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 various assets in the game engine.