

Joseph H. Caddell

Canoga Park, CA

Portfolio: <http://jcgameart.weebly.com/>

SKILLS & SPECIALTIES

- High/Low Poly Modeling
- Texturing
- Lighting
- Shader/Material creation
- VFX (UE4)
- Unreal Engine 4
- Basics in Unity
- Basics in CryEngine
- Autodesk Maya
- Autodesk 3ds Max
- Pixologic ZBrush
- Adobe Photoshop
- Substance Painter/Designer
- World Machine
- Onyx Tree
- XNormal
- CrazyBump
- Quixel NDo2

PROFESSIONAL EXPERIENCE

VRWERX, Universal City, CA

Aug 2016 – PRESENT

3D Artist

Paranormal Activity: The Lost Soul (HTC Vive, Oculus Rift, Playstation VR)

At VRWERX my task includes lighting, shader/material creation, texturing, minor VFX, and modeling. I work closely with the Lead Engineer to best optimize the overall performance of the game in engine while maintaining a consistent quality under the limitations of VR. I also aid in bug fixing, and minor Blueprint editing.

Digital Domain 3.0, Playa Vista, CA

June 2016 – July 2016

Unreal Engine Generalist (Contract)

Welcome to the Quiet Room (HTC Vive)

"Welcome to the Quiet Room" is a VR experience created as a special promo for Syfy Channel's upcoming new show "INCORPORATED". Its debut showcase has been shown at Comic Con 2016. I worked closely with the creative directors and team, to develop and build photo real environments. This includes:

- Building shaders/materials from the ground up for assets, including texturing.
- Lighting from initial block-in to polish for final shipment.
- Integration of art assets from the team into Unreal Engine, with additional modeling when needed.
- Setting up events and animations with Unreal Engine's Sequencer.
- Setting up audio for the environment, and characters.
- Active participation in technical and artistic discussions and problem solving.

Pixel Spill, London, UK/Montreal, Quebec

March 2015 – Feb 2016

Lead 3D Artist (Onsite and remote Contract)

Outreach (PC, Xbox One, PS4)

I was responsible for creating the foundation of Outreach, and guiding other jr. 3D Artist.

- This included texturing, UV mapping, lighting, level design, shader/material creation in Unreal Engine 4
- Other task involved directing cinematic cut scenes using Matinee, and minor VFX.

Berserk Entertainment, Fort Lauderdale, FL

Oct 2013 – April 2015

3D Modeler (Remote Contract)

Suicide Run (iOS)

- I was responsible for modeling various game assets.
- Other task included aiding in sketching designs for various game assets, UV mapping models.
- Creating texture guides for texture artist; animating mechanical machinery.
- Creating collisions for assets, and performance/optimization work on assets within Unity.

Arch Virtual, Oregon, WI

April 2014 – Nov 2014

3D Artist/Modeler (Remote Contract)

- I was responsible for modeling and texturing miscellaneous home and office decor/furniture, vehicles, and anything in between.
- This included creating UV maps for light mapping and working with Unity, monitoring performance on my assets before shipping.

DK Global, Redlands, CA

Aug 2012 – March 2014

3D Modeler/Generalist (Contract)

- I was responsible for reconstructing accident or crime scenes to real world specifications and measurements in 3D.
- This included reconstructive animations that will be used as evidence for lawsuits in court.
- I also aided in 3D medical reconstruction, car collision animations/crush morphing, and character animations.
- I primarily used 3ds Max, along with Photoshop. I used After Effects, when needed.

Kumkwat Entertainment, Gaithersburg, MD

Dec 2011 – Oct 2012

Texture/Environment Artist (Remote Contract)

TAAAAG! (iOS, Android)

- I was responsible for creating textures for assets and level terrain in 'ARB' proprietary engine.
- I also created assets and props on occasion.

Big HOF (iOS, Android)

- Worked on visual updates for backgrounds. I aided in animations, and minor modeling.

CSUSB, San Bernardino, CA

2010 – 2011

Environment Artist (Contract)

MYTHIC (PC)

- I helped shape the art direction with a team of artist for a RPG game named MYTHIC ran by CSUSB programming students and faculty, in need of artist/modelers for their game.

EDUCATION

The Art Institute of California – Inland Empire, San Bernardino, CA

2008 – 2012

- Bachelors of Science in Game Art & Design