

# Joseph H. Caddell

Van Nuys, CA

Portfolio: <http://www.vertexhero.com/>

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## SKILLS & SPECIALTIES

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- High/Low Poly Modeling
- Texturing
- Lighting
- 3D animation
- VFX
- Shader/Material creation
- Substance Designer / Painter
- Autodesk 3ds Max
- Autodesk Maya
- Pixologic ZBrush
- Adobe Photoshop
- UDK and Unreal Engine 4
- Unity3D Game Engine
- Basic knowledge of CryEngine3
- Onyx Tree
- XNormal
- CrazyBump
- Quixel NDo2
- Substance B2M
- World Machine

## PROFESSIONAL EXPERIENCE

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**Method Studios**, Santa Monica, CA **Aug 2018 – Present**

3D Generalist / Lighting Artist (Contract)

Currently working on non-disclosed projects. My focus is Look Development and R&D. I primarily work on lighting/rendering, and material development in Unreal Engine.

**HALON Entertainment**, Santa Monica, CA **July 2018 – Aug 2018**

Game Engine Artist (Contract)

Previsualization and Look Development in Unreal Engine. I was involved with materials/shading, lighting, VFX/particle creation, and setting up shots in sequencer.

**Happy Mushroom**, Los Angeles, CA **Jan 2018 – May 2018**

Look Development Artist (Contract)

Primarily I was a Lighting Artist, creating light turntables for hero assets; lighting full environments. Additionally, I participated in prop modeling, and texturing, utilizing Substance Designer and Substance Painter.

**The Virtual Reality Company**, Los Angeles, CA **Mar 2018 – May 2018**

3D Artist (Contract)

I worked on Jurassic World VR Expedition. I created environmental foliage, and hard surface assets, both modeling and texturing. I assisted in lighting environments, and lighting look development for dinosaurs.

**Fox VFX Lab**, Los Angeles, CA **Jan 2018 – Mar 2018**

Asset Builder (Contract)

Worked on a non-disclosed film, as an asset builder. This entails modeling, texturing, and implementing assets in Unreal Engine.

**Magnopus**, Los Angeles, CA **Oct 2017 – Nov 2017**

3D Generalist (Contract)

I helped ship Mission ISS (Gear VR), and COCO VR (Oculus Rift). My task were to retopologize high-res models, UV mapping, texturing, and placing assets in Unity.

**Giant Propeller**, Culver City, CA **Aug 2017 – Sept 2017**

3D Unity Artist (Contract)

I worked on a VR title called 'Free The Night'. I helped implement and manage new packages for daily builds. I also helped with level design/set dressing, lighting, creating materials, and minor prop modeling.

**VRWERX**, Universal City, CA **Aug 2016 – Aug 2017**

3D Artist (Full-Time)

Worked on Paranormal Activity: The Lost Soul. At VRWERX I applied my skills to lighting, shader/material creation, texturing, minor VFX, in Unreal Engine; and modeling.

**Digital Domain 3.0**, Playa Vista, CA **June 2016 – July 2016**  
Unreal Engine Generalist (Contract)  
Worked on "Welcome to the Quiet Room", a VR experience created for Syfy Channel's 'Incorporated'. My role was to light, build materials/shaders, and texture, and build sequences.

**Pixel Spill**, London, UK **March 2015 – Feb 2016**  
3D Artist (Contract)  
Worked on 'Outreach'. I built assets/environments – modeling, texturing, materials/shaders (Unreal Engine), and lighting.

**Berserk Entertainment**, Fort Lauderdale, FL **Oct 2013 – April 2015**  
3D Modeler (Contract)  
Worked on 'Suicide Run'. I primarily modeled and created preliminary concept art for weapons and ships. I also UV mapped models and created texture guides for texture artist; animating mechanical machinery, and QA assets in Unity.

**Arch Virtual**, Oregon, WI **April 2014 – Nov 2014**  
3D Artist/Modeler (Contract)  
Worked on various projects modeling and texturing miscellaneous home and office decor/furniture, vehicles, and anything in-between. I also implemented assets inside of Unity, and QA lightmaps.

**DK Global**, Redlands, CA **Aug 2012 – March 2014**  
3D Modeler/Generalist (Contract)  
I was responsible for reconstructing vehicular accident or crime scenes to real world specifications and measurements in 3D. I Modeled, textured, lit, and animated in 3ds Max, using Mental Ray.

**Kumkwat Entertainment**, Gaithersburg, MD **Dec 2011 – Oct 2012**  
Texture/Environment Artist (Contract)  
Worked on 'Big HOF' and 'TAAAAG!' (iOS, Android)  
I was responsible for creating textures, and modeling; worked on visual updates for backgrounds. I aided in animations, and minor modeling.

**CSUSB**, San Bernardino, CA **2010 – 2011**  
Environment Artist (Contract)  
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**

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**The Art Institute of California – Inland Empire**, San Bernardino, CA **2008 – 2012**

- Bachelors of Science in Game Art & Design