

Joseph H. Caddell

Van Nuys, CA

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

SKILLS & SPECIALTIES

- High/Low Poly Modeling
- Texturing
- Lighting (Arnold, Renderman, Mental Ray)
- 3D animation
- Shader/Material development
- Substance Designer / Painter
- Autodesk 3ds Max
- Autodesk Maya
- Pixologic ZBrush
- Adobe Photoshop
- Unreal Engine 4
- Unity3D Game Engine
- Onyx Tree
- World Machine

PROFESSIONAL EXPERIENCE

Halon Entertainment, Santa Monica, CA

Feb 2019 – May 2019

Layout Artist (Contract)

Worked on Mouse Guard, a Fox animated feature. I was involved with art implementation and layout in Unreal Engine. I was also involved with lighting, organic and hard surface modeling, and texturing.

The Endless Collective, Brooklyn, NY

Jan 2019 – Feb 2019

Unity Environment Artist (Freelance)

I was involved with art implementation in Unity, for a non-disclosed project. I played a hand in lighting, material and shader creation in C#, and other misc task to support the Unity developers. This was a remote position.

Spatialand, Venice, CA

Dec 2018 – Jan 2019

Lighting Artist (Freelance)

I contributed to the lighting pipeline and look development in Unity, "How To Train Your Dragon" VR experience.

Method Studios, Santa Monica, CA

Aug 2018 – Dec 2018

3D Generalist (Contract)

Worked on non-disclosed projects. My focus was Look Development and R&D. I primarily worked in 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

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

- Bachelors of Science in Game Art & Design