



Joel Beaird

3D Generalist
Digital Space Design

Highly versatile and passionate 3D Generalist and creative problem-solver with an emphasis on realtime pipelines and digital space design. Excel in roles which balance artistry and technical innovation to create inspiring experiences.

Contact

jsbeaird@gmail.com
925.528.8816
joelbeaird.com/reel
atai.network

Professional Experience

CO-FOUNDER | CHIEF PRODUCT & DESIGN

atai network | Los Angeles, CA | 05/2024 - Present

Designer and lead engineer of atai Spatial Gardens. Designed and launched app. Fullstack codebase, AI integration, system for reading and rendering data visually.

3D GENERALIST (MODELING & TEXTURING)

We Are Royale | Los Angeles, CA (Remote) | 11/2023 - 05/2024

Create appealing models and textures for VR & Animation using Maya, ZBrush and Substance painter. Develop texturing pipeline, create/ review topology, bake maps, create procedural smart materials to optimize texturing.

DIGITAL SCULPTOR, 3D GENERALIST

Freelance (Remote) | 07/2023 - Present

Translate 2D images into 3D-printed relief for blind individuals to experience. Featured in national art museums and cultural institutions. 3D Design for clients including: Blizzard Entertainment, Meta, The Sphere, Audible, 3DPhotoworks.

Digital Skills

SOFTWARE

Maya
Blender
Substance Painter/ Designer
ZBrush
Unreal Engine
Adobe Suite
Marmoset Toolbag
Touch Designer
Houdini
Foundry Nuke

SCRIPTING

Python / MEL / AI Toolkit

TRADITIONAL

Drawing/ Concept

Summary of Skills

FULLSTACK APP DESIGN

- Take concept from idea to product launch
- Python, Javascript, AI integration in development

3D MODELING & TEXTURING

- Sculpt and model production-ready 3D assets
- Texturing and Shading: Strong understanding of material definition and visual storytelling
- Deep lighting and rendering knowledge, fluent in V-Ray, Arnold, and Unreal Engine real-time rendering

ART & DESIGN

- Traditional arts and design background

SOFT SKILLS

- Collaborate with multidisciplinary teams. Able to receive and provide constructive feedback

Awards

GNOMON SCHOOL OF VFX BEST OF TERM:

Character | Texturing 2023

Education

GNOMON SCHOOL OF VFX, GAMES & ANIMATION

Los Angeles, CA
Graduated; Certificate in
Modeling & Texturing, 2023

RHODE ISLAND SCHOOL OF DESIGN (RISD)

Providence, RI
Illustration & Painting 2009