



# Joel Beaird

3D Character Artist  
Modeling + Texturing

Highly versatile and passionate 3D Character Artist with an emphasis on realtime pipelines. Seeking a challenging role in VR/AR projects to create inspiring, innovative experiences.

## Contact

---

jsbeaird@gmail.com  
925.528.8816  
ig: @jsbeaird  
joelbeaird.com/reel

## Professional Experience

---

### **DIGITAL SCULPTOR, LIGHTING & RENDERING**

3DPhotoWorks  
Chatham, NY (Remote)  
7/2023 - Present

Translate 2D images into 3D-printed relief for blind individuals to experience, using ZBrush and Maya. Company work is featured in national art museums and cultural institutions. Have delivered pieces successfully on time and exceeded quality expectations of employer and clients.

## Digital Skills

---

### **SOFTWARE**

Maya  
ZBrush  
Substance Painter  
Unreal Engine  
Adobe Suite  
Foundry Nuke  
Marmoset Toolbag  
Blender  
Houdini  
Mari

### **SCRIPTING**

Python / MEL

### **TRADITIONAL**

Drawing/ Concept

## Summary of Skills

---

### **3D MODELING & TEXTURING**

- Translate 2D concepts into production-ready 3D models, with optimized topology, UVs and baked texture maps
- Texturing and Shading: Strong understanding of material definition and storytelling, using traditional painting experience
- Strong lighting & rendering knowledge, fluent in VRay, Arnold, and Unreal Engine real-time rendering

### **ART & DESIGN**

- Traditional arts background with a strong understanding of anatomy & sculptural form
- Use of proportion, color and shape language to convey character

### **SOFT SKILLS**

- Collaborate with multidisciplinary teams. Able to receive and provide constructive feedback
- Problem Solving: Adept at finding novel workflows and technical solutions for pipelines, using scripting and latest tools
- Optimistic, hardworking and organized with a focus on producing the highest quality work

## 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

### **DIABLO VALLEY COLLEGE**

Pleasant Hill, CA  
AA in Studio Arts, 2022

### **RHODE ISLAND SCHOOL OF DESIGN (RISD)**

Providence, RI  
Illustration & Painting 2009