



Joel Beaird

3D Character Artist
Modeling & Texturing

Highly versatile and passionate 3D Character Artist & Generalist with an emphasis on realtime pipelines. Seeking a challenging role which balances artistry and technical problem-solving to create inspiring, innovative experiences.

Contact

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Professional Experience

3D GENERALIST (MODELING & TEXTURING)

We Are Royale
Los Angeles, CA (Remote)
11/2023 - 07/2024

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

DIGITAL SCULPTOR, LIGHTING & RENDERING

3DPhotoWorks
Chatham, NY (Remote)
07/2023 - 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 consistently delivered pieces successfully on time and exceeded quality expectations of employer and clients.

Digital Skills

SOFTWARE

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

SCRIPTING

Python / MEL

TRADITIONAL

Drawing/ Concept

Summary of Skills

3D MODELING & TEXTURING

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

ART & DESIGN

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

SOFT SKILLS

- Collaborate with multidisciplinary teams. Able to receive and provide constructive feedback
- Problem Solving: Adept at finding novel workflows & solutions for pipelines, using scripting and latest tools

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