

Heriberto Calderon

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Teaching 3D Scanning Animation 3D Modeling	Adobe Creative Suite Unreal Engine 5 Unity Engine Autodesk Maya	ZBrush Blender 3D Substance Designer Substance Painter	Rigging Jira NFTs Lighting
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Employment

WOBBLEBUG *3D Art Director*

Aug 2021– Present

Wobblebug was created by Grammy-nominated DJ and Producer Wuki along with a team of music industry veterans and NFT/blockchain professionals. As an art director on the core team, I was in charge of branding, pre production, managing a team of artists, rendering and asset creation. Sold the entire 10 thousand piece collection in less than 24 hours.

ForeVR Games *Senior 3D Artist*

Aug 2021 – Present

ForeVR is a gaming company dedicated to bringing VR to the masses with one goal: translate the most popular and classic IRL games into immersive VR experiences where friends and families of all ages can connect and have fun. Contributed to 4 game releases and took initiative on being a CG generalist and created real time game VFX, props, environments, and UI/UX.

The Deep End Games *CG Generalist/Weapon Artist*

Aug 2020 – Aug 2022

Working as a CG artist on *Romancelvania* creating props, characters, and environments . Bite into *Romancelvania*, a darkly comic genre mashup, combining side-scrolling action and tongue-in-cheek romance into one completely absurd and unforgettable adventure.

Truly Social Games Vancouver *CG Generalist*

July 2020 – Aug 2021

Working on *Archer: Danger Phone* and collaborating with East Side Games, Disney, and FX to launch this successful mobile game. Assembling 2D characters assets from the TV show *Archer* for Unity implementation, creating 3D environments, UI/UX and developing concepts.

3XR Inc. *3D Artist & Content Creator*

June 2019 – March 2020

Solidified the 3D pipeline and created in-depth tutorial videos to train incoming 3D artists. Created 3D e-products for several clients such as Nestle, Helix Sleep and Wayfair and broke boundaries within the AR/MR space for e-commerce.

Happy Giant *3D Artist & Character Artist*

Aug 2018 – June 2019

Produced characters, environments, props, and animations for mobile AR applications, simulations, and other immersive experiences. Collaborated to develop AR applications for toy companies and created optimized 3D assets.

MassDiGI Innovation Program *Lead 3D Artist*

March 2017 – Dec 2018

Implemented data-informed design into our workflow with user testing for our target audience. As lead artist, level designer, and associate producer, I collaborated with a small team to develop and publish the mobile game, *CyberDrive 2077*.

Published Work

WOBBLEBUG *3D Art Director*

Aug 2021– Aug 2022

Wobblebug is the first tokenized musician in history that allows fans to participate in a piece of a DJ's career. Wobblebug was created by Grammy-nominated DJ and Producer Wuki along with a team of music industry veterans and NFT/blockchain professionals. The team also acquired a distribution deal with UTA, the United talent Agency for Wobblebug.

ForeVR Bowl – *Senior 3D Artist*

July 2021 – Present

Explore 8 immersive lanes and unlock 150+ unique bowling balls to find your perfect game. The best bowling game in VR for families to come together and connect in a fun and engaging way.

ForeVR Darts – *Senior 3D Artist*

July 2021 – Present

Play all your favorite Darts games: '01 Series, Double Out '01 Series, Count Up, and Cricket! Experience Oculus's Hand Tracking technology perfected, in the finest game to play with your hands and with no controller! The best darts game in the market.

ForeVR Pool – *Senior 3D Artist*

July 2021 – Present

ForeVR Pool brings the coolest pool halls from around the globe straight to your living room! Challenge friends, family, and in-game pros to a game of 8-ball pool – no table required.

ForeVR Cornhole – *Senior 3D Artist*

July 2021 – Present

Pick from 50+ unique bags and boards, with classic and creative designs to suit each cornholer! Experience our custom beanbag physics, tailored for all throws and strategies, and optimized for realism.

Archer: Danger Phone – *3D/2D Art Generalist*

July 2020 – Present

In *Archer: Danger Phone*, the world economy has been plunged into chaos. The only way to survive is to lead your team of hapless spies in a global cryptocurrency operation. Working with the Archer IP was incredible and the mobile title did phenomenal.

Dragamonz – *Character Artist / 3D Artist*

Aug 2018 – June 2019

An AR application built for Spin Master's line of toys. Children collect action figures and trading cards to bring their dragons to life and interact with them in AR. Available at Target and Amazon.

Hedbanz – *3D Artist*

Aug 2018 – June 2019

An AR application for the game *Hedbanz* by Spin Master which allows players to use AR technology through their mobile device to enhance gameplay. Available at Target and Amazon.

Nanables – *3D Artist & Environment Artist*

Aug 2018 – June 2019

An AR application developed for a line of toys by Spin Master. Using a mobile device, players can scan toys into a 3D scene to interact with in AR. Available at Target and Amazon.

Education

Becker College, Worcester, MA, Dec 2018

B.A. in Interactive Media and Game Art, *Magna Cum Laude*