

Heriberto Calderon

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Skills

3D Modeling Graphic Design Animation Real-time VFX	Adobe Creative Suite Unreal Engine 5 Unity Engine Autodesk Maya	ZBrush Blender 3D Substance Designer Substance Painter	Rigging UI Design Lighting Rendering
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Employment

ForeVR Games *Senior CG Generalist*

Aug 2021 – April 2023

Created 3D environments, props, real-time VFX, and UI assets for all virtual reality titles. Contributed to 5+ game releases in a live-ops environment. Anything from modeling, rigging, animation, real-time vfx, environment art, technical art and UI designs.

Wobblebug *3D Art Director*

Nov 2020– June 2022

Managed a team and specialized in asset creation and rendering. Facilitated the NFT creation and integrated proprietary tools to expedite production. Provided 3D art direction for branding, marketing, and pre-production planning. As a result, the entire collection sold out in less than 24 hours on the Magic Eden launchpad.

The Deep End Games *3D Artist*

Aug 2020 – Aug 2022

Working as a 3D Artist on *Romancelvania* creating props, characters, and environments. Worked closely with the art director to deliver high quality 3D assets in a fast paced production environment for this AAA console release.

Truly Social Games Vancouver *CG Generalist*

July 2020 – Aug 2021

Created 3D environments and used Spline to rig and re-animate iconic 2D characters using original source files from the TV show Archer, and making them optimized for Unity implementation. 3D Modeling, UI designs, concept art, visual effects, 2D animation, and more.

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

June 2019 – March 2020

Facilitated 3D augmented reality product visualizations for several clients such as Nestle, Helix Sleep and Wayfair. Standardized the team's 3D art pipeline and created tutorial videos for the onboarding of newer 3D artists. Tutorial video creation, photogrammetry, and quality assurance.

Happy Giant *3D 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 for these immersive experiences.

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 a lead artist, I collaborated with a small team to develop and publish the mobile game, *CyberDrive 2077* and created UI designs, 3D assets, animations, in collaboration with MassDiGI.

Published Work

Wobblebug 3D Art Director

Nov 2020– June 2022

Wobblebug is the first tokenized musician in history that allows fans to participate in a piece of a DJ's career. Collaborated on the creation of *Wobblebug* with Grammy-nominated DJ and producer Wuki along with a team of music industry veterans and NFT/blockchain professionals. *Wobblebug* has over 100k Discord members collaborating on music and Web3 initiatives.

Romancelvania – 3D Artist

July 2021 – April 2023

Bite into Romancelvania, a darkly comic genre mashup, combining side-scrolling action and tongue-in-cheek romance into one completely absurd and unforgettable adventure. Available on PS5, Nintendo Switch, Xbox, and Steam.

ForeVR Bowl – Senior CG Generalist

Aug 2021 – April 2023

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 CG Generalist

Aug 2021 – April 2023

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 available on Oculus Quest Store and Steam today.

ForeVR Pool – Senior CG Generalist

Aug 2021 – April 2023

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. Immersive multiplayer experience available on Oculus Quest Store and Steam today.

ForeVR Cornhole – Senior CG Generalist

Aug 2021 – April 2023

Pick from 50+ unique bags and boards, with classic and creative designs to suit each cornholer. Experience our custom bean bag physics, tailored for all throws and strategies, and optimized for realism. Immersive multiplayer experience available on Oculus Quest Store and Steam today.

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

July 2020 – Aug 2021

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.

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*