Heriberto Calderon

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**Education**:

**Becker College**, *Worcester, Ma,* Anticipated Graduation, May 2019

Candidate for Bachelor of Arts in Interactive Media

Concentration: Game Art, 3.8/4.0 GPA

**Skills:**

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| Autodesk Maya  Autodesk Mudbox  ZBrush  Adobe Illustrator  Adobe Photoshop | Adobe Premiere Pro  3D Coat  Substance Painter  Substance Designer | Animation  Rigging  Unity Engine  Unreal Engine  Traditional art | QA Testing  Production  Creative Writing  Teaching  Tutoring |

**Awards/Scholarships:**

* **ESA Scholarship Foundation** (Entertainment Software Association): This is a worldwide scholarship program for minorities and women in the technological field. I received this award for the fall and spring semester. They pick 30 people from all over the world.
* **Llew Evans Scholarship**: This is a scholarship program at Becker College that I received two years in a row for good grades, and determination.
* **Award for *Visual Arts****:* AP Photography and Ceramics, Marlborough High School.
* **John Hancock Scholarship** *Becker College*

**Employment:**

**PermaDeath: A Video Game Opera** *3D Artist.* **June 2017- Present**

White Snake Projects hired me as a 3D Artist, specializing in Organic Modeling, Character Art, Environment Art, Texturing, and retopology for MOCAP animation, and Visual effects in Unreal Engine 4. This is the very first video game themed opera where people in the crowd participate with applications and interact with the plot of the story. MOCAP animations will be used to project the acting on to the big screen. Using the powers of Unreal Engine, we will integrate all the artwork and make the opera run smoothly.

**MassDiGI (Massachusetts Digital Games Institute)** *3D Character Artist* **Fall 2017 – Present**

MassDiGI recruited me to work on a game called Triage. This is a serious game where people can train on how to become a first responder for disastrous scenarios. My job entailed character creation, from start to finish. MassDiGI is working directly with Yale Medical School to create a realistic and helpful game for people in training.

**Becker College, Worcester, Ma**

***Teaching Assistant* Fall 2015 – Present**

I am a teacher’s assistant at my college for the following classes. *Intermediate Game Development, Organic Modeling, 3D Digital Modeling, Life Drawing, and Art Foundations.* My job title entails working with students and helping them with any questions they have about the assignments. Software such as Zbrush, Maya, Substance Painter, Unreal Engine and other applications are covered weekly.

***Peer Tutor*** *3D Digital Art Instructor* **Jan 2016 - Present**

Tutoring at the CLC (Collaborative Learning Center) changed my life. I tutor the following classes; Rigging for Animation, 3D Digital Modeling, 3D Animation, Storyboarding for Animation, Intermediate Game Development, Intro to Game Design, Advanced Topics Zbrush, Organic Modeling, and psychology.

***3D WEEKEND WORKSHOP*** *3D Art Instructor* **October 2017**

I was hired by Becker College to teach college students how to create “game ready assets”. I translate what I do at the Collaborative Learning Center and used that to run my own workshops at my school. This was a great honor because I taught students from *Worcester Polytechnic Institute*, *Fitchburg State University*, and *Becker College, Boston Trinity Academy* the workflow for game ready art, and made a curriculum based on many software such as Maya, Zbrush, Mudbox, Substance Painter, and Unreal Engine 4. The crash course was two days from 9-5 and I plan on doing way more of these workshops before I graduate. I had guest speakers such as; Ilir Mborja a 3D artist and animator who worked for National Geographic and is a Fine Arts professor, and Kevin Lyons a 3D artist from Wayfair Inc. to talk about being flexible with 3D programs, and having a balanced work life.

***Summer Game Studio Instructor*** *Game Development*  **July - August 2017**

Teachers Assistant for a Two-week program where high school students live on campus and go through vigorous game development training. We cover the basics of Unity, Photoshop, Maya, and other applications to create a 2D platformer, and a 3D game for a kindle fire tablet.

***Tahanto Regional Middle/High School, Boylston, Ma*  June 2017 – June 2017**

I was nominated by Becker College to work with a few of my colleagues to teach 8th graders about   
2D Game Development.   
We ran a crash course at Tahanto Regional High School and taught 90 students the foundations of Unity, Photoshop, Google Drive management, production, Story boarding and Animation, script writing and programming.   
We promoted Becker College and gave them a lecture on 'Intro the Game Design', Programming, Video Game Art and Interactive Media, and Production.

**Published Work**

**Comet Cats-** *3D Artist*

This game is published on the apple store and iOS android store, free to play.

Recruited Feb, 2017 to work on a Comet Cats update, I worked on 3D props and 2D art.

**Triage-** *3D Character Artist*

This is a first responder simulator called Triage. The Yale Medical Group in Boston is directly working with MassDigI to create a simulator that would help train people respond to disastrous situations.

**Jaywalker-** *3D Artist*

Made a game with holograms for the Microsoft Hololens, and implementing them into Unity. Our game was showcased at PAX EAST 2017. My role as a 3D artist is to come up with a consistent style and make the assets low poly for the game to run smoothly. Our game is published at the Microsoft store for Hololens owners.

**Volunteer Experience:**

**PAX EAST 2017,** Boston, MA - *Becker College Video Game Promotion/Marketing*

Volunteered at the Becker booth Sunday and Friday and promoted the game *Jaywalker* for the Microsoft HoloLens.

**Becker College,** Worcester, Ma - (April 1st) *NEPTA 23rd Annual New England Peer Tutor Association*

Leadership and tutoring training program for improving teaching skills and developing further.

**Boston FiG Festival**, Boston Ma - (September, 2017)

Floater at the indie game festival, and promoted the show and networked with developers around my area.

**Seven Hills Charter School**, Worcester, MA- (June 2016)

I was in charge of teaching underserved kids from grades 6-8 about the foundations of traditional art, and digital art involving Photoshop and Adobe Photoshop and Illustrator.

**Tahanto Regional Middle/High School,** Boylston Ma – (November 2017)

I was invited by Tahanto Regional Middle / High school to represent Becker College. I displayed some of our STEM related projects we have at Becker and to give students the motivation to pick what they want to do in life and encourage them to think about college. STEM in my opinion is important for students to indulge in.