

# Heriberto Calderon

[www.iambert.net](http://www.iambert.net)

## Technical Skills

3D Modeling	Autodesk Maya	Substance Painter	Marvelous Designer
VR/MR Development	Unity Engine	Substance Designer	Houdini Side FX
Photogrammetry	Unreal Engine 4	Blender 3D	Marmoset Toolbag
Character Art	Adobe Creative Suite	ZBrush	Autodesk Mudbox

## Employment

**Truly Social Games Vancouver** *Contract CG Generalist* **July 2020 – Present**

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

**3XR Inc.** *3D Artist & Content Creator* **June 2019 – Mar 2020**

Authored photo-realistic assets using a wide variety of techniques, including photogrammetry, hard surface modeling, sculpting, re-topology, texture painting, and node-based procedural materials. Solidified the 3D pipeline and created in-depth tutorial videos to train incoming 3D artists. Created marketing material for several clients. Designed product visualization for major brand-name clients to interact with their products in augmented reality.

**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. Happy Giant is an award-winning augmented reality company and is recognized for their innovative projects.

**White Snake Projects** *Lead 3D Artist* **June 2017 – Sept 2018**

Produced 3D characters and environment props for the first opera produced to incorporate motion capture technology. Specialized in organic modeling, character art, environment art, and visual effects in Unreal Engine 4. Worked closely with executive and technical directors as lead artist and communicated seamlessly across several departments. Developed assets for a supporting AR application which allows the audience to interact with the opera's characters.

**MassDiGI Innovation Program** *Lead 3D Artist* **March 2017 – Dec 2018**

Implemented data-informed design into our workflow with user testing for our target audience. Produced 3D art, animations, VFX, UI/UX, and integrated assets into the Unity engine using Plastic SCM. 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

### **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 Truly Social Games, East Side Games, and Disney to create this mobile game. Available on iOS and Android.

### **Dragamonz – Character Artist / 3D Artist**

**Aug 2018 – June 2019**

An augmented reality 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. I recreated toys to be game-ready 3D models for Unity implementation.

### **Hedbanz – 3D Artist**

**Aug 2018 – June 2019**

A supporting AR application for the game *Hedbanz* by Spin Master which allows players to use AR technology through their mobile device to enhance gameplay. My contributions included developing 3D props for implementation in Unity.

### **Nanables – 3D Artist & Environment Artist**

**Aug 2018 – June 2019**

An augmented reality application developed for a line of toys by Spin Master. Using a mobile device, children can scan toys into a 3D scene to interact with in AR. I prepared assets for implementation by recreating toys and concepts as 3D models.

### **PermaDeath: A Video Game Opera - Lead 3D Artist**

**May 2018 – Sept 2019**

An opera created using Unreal Engine and motion capture animation to converge modern technology with traditional performing arts. It premiered at The Cutler Majestic Theater in Boston where members downloaded the supporting AR application to interact with characters. My roles included the creation of 3D art and visual effects. I oversaw other artists to ensure consistency and quality.

### **CyberDrive 2077 - Lead Artist, Lead Level Designer, Associate Producer**

**May 2018 – May 2019**

A published mobile game where the player steers to avoid oncoming obstacles. My responsibilities included managing project timelines, ensuring art quality, and designing levels.

### **Jaywalker - 3D Artist**

**Sept 2016 – May 2017**

A mixed reality simulation game for the Microsoft HoloLens where the player crosses the street and avoids oncoming traffic. My role was to develop optimized, game-ready 3D models for the Unity game engine. Published on the Microsoft store.

## Education

### **Becker College, Worcester, MA, Dec 2018**

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