

Justin Wildhorn

3D Artist

Website/Reel: [Http://www.justinwildhorn.com](http://www.justinwildhorn.com)
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Cell: (818) 402-2686
Have Active DOD Government Secret Clearance

Software Skill Set:

- Unreal 4
- Unity
- VR-HTC Vive
- Maya
- 3ds Max
- Zbrush
- Substance
- NDO/DDO2
- Photoshop
- Handplane Baker
- Motion Builder
- World Machine
- V-Ray
- Xnormal
- Perforce
- JIRA

EXPERIENCE

Booz Allen Hamilton- San Antonio, TX

3D Art Lead/Senior Consultant

- Three years experience as a 3D Art Lead managing a team of 15 artists that create virtual reality applications
- Manage tasking and approve assets for all 3D projects
- Help employees develop a new physically based rendering texture pipeline using NDO/DDO2 and Substance Painter/Designer
- Model, texture, and animate assets for Unity 5 game simulations
- Record and cleanup motion capture data using iPi Soft with the Kinect
- Level layout and lighting for game simulations using the HTC Vive
- Demo our HTC Vive products to potential clients
- Interview potential employees for the interactive multimedia and gaming team

Cole Engineering Services Inc.- Orlando, FL

3D Artist

- Model, texture, level design, and develop shaders for game ready assets in the Unreal 4 and Unreal 3 engine as part of the EDGE Military Simulation program.
- Collaborated with Technical Artists to create an optimized character modularity workflow

BLT & Associates- Hollywood, CA

Environment Artist/ Level Designer

- Worked onsite with programmers to help optimize game assets and functionality to run well with Adobe's new 3d gaming engine Flare3D.
- Created environments for the game "Recall Rush" for the new Adobe 3d gaming engine to help promote the release of Sony's movie "Total Recall" for the summer of 2012. Environments included futuristic versions of Chinatown, a construction site, as well as a financial district.
- Designed and executed the layout for four of the five levels in the game

Telearts - Vista, CA

3D Artist

- Modeled photo realistic assets of products developed by Solatube International, Inc.
- Animated and composited scenes for a 2-minute TV spot explaining how the product worked.

DAVE School - Orlando, FL

UDK Environment Artist/Level Designer/Teacher Assistant

- Created and implemented an interactive virtual tour of the entire school into the Unreal Engine for the school's marketing department.
- Helped students develop their 3d modeling, texturing, and 2d/3d tracking skills for composition integration.

Activision Blizzard – Santa Monica, CA

Quality Assurance Tester (Network Lead)

- Responsible for finding and reporting all issues found within the video game Tony Hawk's American Wasteland.
- Promotion to Network Lead with responsibility for managing a small team to test all aspects of online competitive game play along with submitting daily reports analyzing the issues found directly to the developers.

Parabox Media Group LLC – Woodland Hills, CA

Operations Specialist

- Contributed to the company's branding strategy as it shifted its focus from film production to e-commerce
- Responsible for the company changing its name from HP Productions, LLC to Parabox Media Group, LLC as part of corporate branding efforts
- Designed logo concepts and created tutorial videos which were implemented on the e-commerce website
- Responsible for all quality assurance issues and reporting related to the website's functionality

EDUCATION

Digital Animation and Visual Effects School

Orlando, FL

- A simulated real world and fast-paced production pipeline was at the heart of the course of study. The curriculum included courses in 3D modeling, texturing, animation, and composition.

University of California Los Angeles

Westwood, CA

- Studied and graduated with a BA in economics.