



NEW JERSEY  
JONCARO@ME.COM \* WWW.JONATHANCARO.COM

## Experience

JUNE 2019 - PRESENT

### **MLB Advance Medi, L.P.. - 3D Environment Artist**

- Modular modeling of stadiums for RBI 2020.

JANUARY 2016 - FEBRUARY 2019

### **All Things Media LLC. Mahwah, NJ. - 3D Supervisor - Environment & Lighting Artist**

- Model, assemble, PBR texture, and light game ready environments for Unity - Desktop VR, and Mobile VR experiences.
- 1:1 bakedowns, efficient topology for both high resolution sculpts and game ready assets.
- Troubleshoot 3D asset/scene quality and performance issues
- UV proficiency and texel density control for maximum texture clarity.
- Game ready asset authoring for 90 FPS VR and mobile VR environments.
- Prop modeling & PBR texturing for mobile VR, desktop VR, and Unity engine experiences.
- Manage 3D team production and quality control deliverables. Assist Director with project pitches and estimates.

MARCH 2012 - DECEMBER 2015

### **All Things Media LLC, Mahwah, NJ. - 3D Generalist**

- Responsible for asset creation and quality control over a broad spectrum of productions.
- Hard Surface Modeling, PBR Texturing, UVW unwrapping, Environment assembly, Environment Lighting, Offline Rendering & Compositing.

AUGUST 2008 - FEBRUARY 2009

### **Worlds Away Productions New York, NY. - Junior 3D Artist**

- Environment artist for broadcast and commercial productions.

## Education

2009 - 2010

### **Nottingham Trent University Nottingham, England - Master of Arts**

Computer Aided Product Design

2004 - 2008

### **Fairleigh Dickinson University Madison, NJ. - Bachelor of Arts**

Digital Filmmaking and 3D Animation

## Software

Autodesk 3DS Max

Chaos Group Vray

Substance Painter & Designer

Quixel Suite

Topogun

Marmoset Toolbag

Unreal Engine & Unity

Adobe Photoshop

Pixologic Zbrush