Cameron Hughes

3D ARTIST

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Salt Lake City, Utah

Education

UTAH VALLEY UNIVERSITY

Bachelor of Science
in Digital Media
2013

Software

FOCUS

Maya
Zbrush
Photoshop
Substance Painter
Unity

KNOWLEDGABLE

Unreal 4
Substance Designer
World Machine
Quixel Suite

Work Experience

SPARK XR

3D Environment Artist| January 2020 - September 2020

At Spark XR I worked on a arcade like VR education experience. The game itself is ran in Unity on the Valve Index. The project is a remake/re imagining of a massive real life location in Saudi Arabia. I worked closely with a very small team and wore many hats for the project. I was in charge of modeling/sculpting/texturing hero objects, scene/world building, lighting, shaders, and VFX. The project came with many challenges from working in a new rendering pipeline, working on new unseen hardware, and recreating a massive real world environment for VR. I was leaned on heavily for ensuring lighting, building almost all VFX, and creating custom shaders.

CONSENSYS

3D Artist| Dec 2018 - September 2020

At Consensys I'm apart of a small team developing a 3D mnemonic key recovery application. Being one of the two artist on the team I was mainly in charge of environment creation, props, lighting, and particle systems. The project demands creative and interesting solutions to allow an unprecedented 132 Bits of entropy. This also means we're developing something that's never been done before. Within the year we've created 16 unique worlds with over 500 unique intractable models.

GOOGLE AR PROJECTS

Technical Artist| April 2018 - September 2020

For Google I worked on the Google Expeditions project and the AR Lipstick App. For the Expeditions project I was in charge of retopology, texturing and ensuring final vision and specifications for 3D model. For AR lipstick I'm in charge of creating an accurate, real life representation of physical lipsticks within the google sand castle AR toolset.

REACT GAMES LLC.

Lead 3D Artist| July 2014 - April 2018

At React I wore a lot of hats and worked on various art styles/pipelines for companies such as Disney, Hi-Rez, and The Void to name a few. I worked on many projects ranging from AAA 2D sprite based games, small mobile 2D/3D games, VR/AR both mobile and PC, and Current Gen Consoles. I was mainly in charge of Environments, Textures, Shaders, Lighting, VFX, and often helped with Character/Animations when needed.

MYROOMS INC.

3D Artist| May 2013 - March 2014

I was in charge of Designing, Modeling, Uving, Texturing, Lighting and Packing Environments to send to our Unity3D Dev team. When needed. I help make assets as well. Along with doing these tasks I worked with the other in house artist and outsourcing artists to develop and a pipeline for lighting environments and props. Along with that we had to develop specifications for each environment to allow users to customize their own textures and allow assets to transfer to each room without any clipping/disappearing issues.

Skills

- Hard surface/Organic modeling
- Procedural and hand painted Texturing
- Sculpting and retopologization
- Building Shaders
- Lighting
- World Building