

Byron David

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Employment:

Google Robotics (Moback Contract) | Technical Artist | 02/19 - Present

- Created 3D environment assets for VR simulations using Unity, Pybullet, and Mujoco
- Implemented physics properties and collision bodies for precise detection within the simulation engine
- Developed custom tools in Python for Blender and Maya, streamlining the asset creation process
- Designed and animated biped and quadruped robots
- Produced 2D concepts and designs to support multiple teams in the Robotics division
- Generated part models using Solidworks/Onshape for 3D printing and fabrication
- Cleaned and optimized 3D scanned data, ensuring efficient use in simulations

Sony Playstation | 3D Character/Environment Artist (Concrete Genie AAA Game) | 08/16 - 08/18

- Sculpted and rigged stylized 3D characters for Unreal Engine
- Designed stylized 3D environment props and assets
- Created high-quality PBR textures that were used with materials created in Unreal
- Implemented advanced hair and fur systems
- Collaborated with cross-functional teams to meet tight deadlines and address technical challenges

Hallmark Keepsake Ornaments | Freelance 3D Artist | 01/16 - 03/20

- Designed and sculpted Christmas ornaments for the Keepsake collection, combining artistic vision with 3D printing technology
- Produced high-quality renderings for print, showcasing the beauty of the ornaments
- Collaborated remotely with the design team to deliver exceptional products

Hallmark Internship | 3D Artist for Keepsake Ornaments | 05/15 - 08/15

- Successfully sculpted eight 3D models for Keepsake ornaments during the internship period
- Collaborated with engineers and artists to create superior-quality products

Languages

Python | HTML, CSS, Javascript | C# Scripting | C | SQL

Skills:

- 3D Modeling : High Poly, Games & VR/AR
- Animation: Rigging & Character Animation
- Technical Skills (Hair/Fur Systems, Physics Simulations, PBR Workflow, Git/Perforce)
- Visual Design (Lighting for Games and Film, Graphic Design & Concept Design)

Software:

Maya | Blender | Unreal | Unity | Zbrush | Substance Painter | Substance Designer
Adobe Creative Suite

Education:

San Jose State University
BFA Animation/Illustration | May 2016