CHANDLER GAINES

3D GENERALIST

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PROFILE

I've always been someone who tries to experiment, tinker, and understand how things work, and in doing so, developed a love for learning the 3D pipeline as well as VFX. My insatiable desire to understand new programs and techinques, helps me to have a mindset that if and when a problem arrises I will always look at it in the best light knowing that its an opportunity to learn something new and become more efficient.

EDUCATION

The Digital Animation & Visual Effects (DAVE) School

Virtual Production

September 2021 - March 2023
Orlando, FL

- Awarded "Most Outstanding Student"

University of Alabama at Birmingham

Biomedical Engineering

August 2017 - January 2020
Birmingham, AL

EXPERIENCE

3D Generalist / Technical Artist

The DAVE School / Sept. 2021 - Mar. 2023

- Designed and Created apartment interior utilized inside of **Virtual Production Volume** (Vū Orlando)
- Created Props, Foliage and Shaders for interior and exterior **Environments**
- **Built tools** in UE5 for artists: spline tools, material shader w/ texture adjustment, etc.
- Used **Unreal Reader** to **Composite** in NukeX at runtime
- **Optimized** UE5 level for **VR/XR** company

"Sojourn"

- **Published Experience/Game** based underwater
- Was in charge of submarine **Model, Texture, Animation** and **Particles**
- All **Gameplay Mechanics, Blueprints** and **UI**

Freelance 3D Artist

Chandler Gaines Design / Jan. 2020 - Current

- **Photoscanned** palm-sized objects used inside of 3D applications
- Took an existing house and redesigned parts of it for renovation purposes for the client
- **Created** and **Designed** WIP **Interactive Campus Map** for biodiversity center researchers utlizing UE4
- Produced **2D Elements**, **UI Elements** and **Logos**
- **Rigged** and **Animated Characters** in Maya and Blender with facial controls and blendshapes
- **Pipeline Experience** through personal game production

TECHNICAL SKILLS & SOFTWARE

Organic/Hard-Surface Modeling	Compositing	Game Production
UV and Texturing	Run-Time Optimizations	Footage Tracking
Texturing Baking/Packing	Unreal Engine Visual Scripting	Pipeline Creation
Rigging and Animating	Shader Creation	Troubleshooting
Tool Creation for Artists	Retopologizing	Scene Blockout
Virtual Production	Texture Packing	Photogrammetry

Maya	Blender	ZBrush	Speed Tree	UE 4/5	Nuke/X	Quixel	Gaea	Reality Capture	Designer	Painter	Photoshop