

# Charlie Baldwin

## 3D Technical Artist

[charlie@charliebaldwin.com](mailto:charlie@charliebaldwin.com) 

[cbaldwin.art](https://cbaldwin.art) 

[charlieatron](#) 

[cgbaldwin](#) 

## Experience

### Junior 3D Artist • *Nowhere*

2020-2022

- Designed and modeled avatars for a 3D virtual presence web-based application
- Took environments through pipeline to optimize, beautify, and implement them in-engine
- Created custom assets to fit aesthetically in new environments
- Collaborated with engineers to improve custom tools used to send scenes from Blender to proprietary engine

### Student Assistant • *WPI*

2020 - 2022

- Assisted professors with running courses, including 3D Modeling I/II and 3D Animation I
- Provided students with techniques and workflows for ZBrush and Maya
- Advised on, guided, and critiqued students' final projects to maximize their success

### Instructor • *iD Tech Camps*

Summer 2019

- Taught programming and game design fundamentals to students aged 8-16
- Worked with campers, fellow instructors, and camp director to ensure smooth camp experience

### 3D Design Intern • *Antimatter Research*

2014-2018

- Designed and printed 3D electronics enclosures
- Animated and produced video content for promotional material ([Link](#))

## Projects

### Moonsighted

Dec 2021

*"Explore caverns & mine crystals in this narrative-driven experience about a village of moths trying to survive in a harsh environment!"*

#### Principal 3D Artist, Concept Artist

- Action & exploration narrative-driven game tackling themes of climate devastation
- Modeled, textured, and optimized majority of stylized cave environment
- Created character models for player, NPCs, and enemies
- Designed concepts for all of these assets during preproduction phase

## Skills

3D modeling • 3D sculpting • Rigging • Animation • Texturing  
UE5 • Shader creation • Niagara • Blueprints  
Unity • C# • Python • GLSL • Java • JavaScript  
Concept art • Game design • Project management

## **Lift-Off Laetus**

**Mar 2021**

*“Stranded on an alien world, you and your squad must battle it out with enemy astronauts to secure energy cores and repair your ship!”*

### **Principal 3D Artist**

- Designed, modeled, and textured three separate hero characters and their weapons
- Optimized and textured environment assets for running smoothly in a grid-based strategy game setting
- Collaborated with fellow artists to maintain consistent visual style across the game

## **Education**

### **Worcester Polytechnic Institute (WPI)**

**2018 - 2022**

Bachelor of Arts • Interactive Media and Game Development (IMGD)

GPA: 3.81

Technical Art Concentration

Minor • Computer Science

## **Accolades**

### **IMGD Provost MQP Award**

**2022**

- Received for work on *Moonsighted*
- Awarded to best senior capstone project (MQP) across the IMGD department

## **Activities**

### **IGDA WPI**

**2020**

#### **Secretary**

- Member of executive board during founding year of WPI chapter
- Planned and organized chapter meetings
- Created educational workshop content for general body members

### **Camp Winning Hands**

**2018-Present**

#### **Volunteer Counselor**

- Free yearly summer camp for children with congenital limb differences
- Managed cabin of young children with co-counselors, led activities, and helped camp run smoothly