

# Chadwick Grimes

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## Professional Summary

Innovative and detail-oriented 3D artist and web developer with expertise in illustration, 3D modeling, front-end web development, as well as back-end and game design. Skilled in creating immersive visuals and interactive experiences, blending creative artistry with technical proficiency. Passionate about using art and technology to solve complex problems and engage diverse audiences.

## Skills

### Art & Design

- Illustration and digital painting
- 3D modeling and sculpting (ZBrush, Blender)
- Character design and concept art for gaming and media
- Fine art and traditional drawing techniques

### Development & Programming

- Front-end web development (HTML, CSS, JavaScript)
- App development and AI integration in Python
- Game development (Unreal Engine, VR design)
- Cybersecurity and penetration testing fundamentals

### Tools & Software

- ZBrush, Blender, Adobe Photoshop, Adobe Illustrator
- Unreal Engine, Unity
- Visual Studio Code, GitHub

- React.js

## **Additional Skills**

- Strong storytelling and creative concept development
- Self-directed learner with experience in cybersecurity and AI systems

## **Professional Experience**

### **Freelance Front-End Developer & Digital Artist**

Self-Employed

- Designed and developed interactive websites showcasing creative projects, incorporating animated interactivity and responsive designs.
- Collaborated with clients to deliver visually stunning illustrations, 3D models, and character concepts.
- Created VR-based game environments and immersive experiences using Unreal Engine.
- Developed AI-driven applications for personal and client projects, including a concept for an AI scientist focused on medical research...

### **Illustrator & 3D Modeler**

Independent Creator

- Produced high-quality 3D character models and concept art for indie game projects and personal galleries.
- Contributed to game design concepts emphasizing educational programming tools, such as JavaScript basics for players.
- Maintained a professional portfolio showcasing illustrations, sculptures, and game assets.

## **Education**

Bachelor of Fine Arts (MFA) - 2006

## **Certifications**

- Web Design
- Security
- 3D
- Traditional Art/Illustration

## **Projects**

### **Personal Website**

- Designed a professional site featuring galleries of works, coding projects, and 3D/fine art.
- Integrated seamless navigation and animated interactivity for user engagement.

### **Programming Game Concept**

- Developed an educational game teaching JavaScript fundamentals using interactive mechanics.

### **VR Game Development**

- Created immersive VR environments in Unreal Engine, focusing on user experience and storytelling.

### **Self-Evolving AI Scientist Concept**

- Initiated research and development for a self-learning AI system aimed at advancing cancer research.

## **Interests**

- Cybersecurity and ethical hacking
- Exploring the intersection of art, neuroscience, and AI
- Gaming industry trends and innovations in VR/AR