# **Javid Waldron**

**3D Environment & Character Artist** 

+1 (617) 272-5373

javidwaldron@gmail.com

• • •

/javidwaldron

O /indigocola

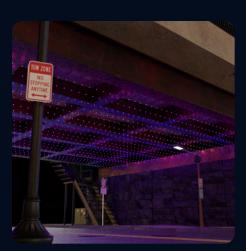
/javidwaldron

in /in/javidwaldron













As a multi-disciplinary artist based in Boston, I've always been a student of art, venturing in mediums outside of my comfort zone to better hone my craft. My focus has been centered towards 3D scene modeling, understanding the intricacies of Blender, Unity, and the like.

#### **Skillset**

- 3D Modeling
- C# (Unity)
- Photogrammetry
- UV Mapping/Unwrapping
- Digital Painting
- Architectural Visualization

#### **Toolset**

- Maya
- Unity
- Unreal
- Blender
- Adobe Suite
- Bounding Box Materialize
- Nomad Sculpt
- Substance Painter

## **Independent Projects**

Pink Cosmos (In Development)

Chief Developer / Artist

2022

### Education

University of Massachusetts

BA in Liberal Arts

Boston, 2013