

Javid Waldron

3D Environment & Character Artist

☎ +1 (617) 272-5373

✉ javidwaldron@gmail.com

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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