Jordan Hayes

3D Designer

jordan.hayes@email.com

Professional Summary

3D Designer with 6 years of experience creating realistic and stylized 3D models for games, simulations, and AR/VR environments. Proficient in modeling, animation, and material design using Blender, Maya, and Unity.

Skills

3D Modeling, Texturing & Shading, Blender, Maya, Unity, Substance Painter, PBR Workflows, Rigging & Animation, Scene Optimization, Shader Development

Experience

3D Designer - ImmersionWorks (2020 - Present)

- Produced 3D assets and visual effects for VR training simulations.

- Designed modular environments and optimized props for Unity integration.

- Created PBR texture sets and lighting schemes.

3D Artist - NovaPixel Studios (2017 - 2020)

- Modeled characters and props for indie games and mobile AR apps.

- Collaborated with animators and developers on asset pipelines.

Education

B.A. in Game Art and 3D Design, Ringling College of Art and Design, 2016