

Joseph Carabajal Jr.  
180 Arch St. Apt. 1  
Redwood City, CA 94062  
(805) 746-2220  
[JCarabajalJr@gmail.com](mailto:JCarabajalJr@gmail.com)  
[www.JoeC3d.com](http://www.JoeC3d.com)

**Skills:**

Ability to model high and low poly models within engine budgetary constraints  
Ability to model both organic and hard surface models with minimal shading errors  
Ability to paint diffuse, normal, and specular maps in various styles  
Fluent in Maya, Zbrush, and Photoshop  
Ability to adopt new practices quickly and spread knowledge to help support the team

**Software:**

Maya, 3ds Max, Photoshop, Zbrush, Unreal Ed, Bodypaint 3d, Painter, After Effects

**Employment History:**

**Environment Artist** September 2011– December 2011

enVie Interactive

- Made aesthetic fixes to outsourcing objects and integrated them into the game
- Did a polish pass on existing assets and textures on both props and world objects
- Modeled, textured, and rigged final game assets
- Created a tutorial environment using the Big World Engine.

**Sims 3 Brand Development Object Modeler** June 2010 – July 2011

Electronic Arts

- Worked with brand development clients to produce assets that met their requirements aesthetically and in theme
- Modeled, textured, and rigged final game assets
- Used proprietary software to set up objects to be used in game
- Tech reviewed peer assets to help prevent issues from making into the final product
- Attended art reviews to provide and receive feedback on how to polish and finalize assets

**Sims 3 Object Modeler** November 2009 – March 2010

Electronic Arts

- Modeled and rigged block models for animators and engineers
- Modeled, textured, and rigged final game assets
- Used proprietary software to set up objects to be used in game
- Tech reviewed peer assets to help prevent issues from making into the final product
- Attended art reviews to provide and receive feedback on how to polish and finalize assets

**Sims 3 Object Modeler** June 2009 – October 2009

## Electronic Arts

- Modeled, textured, and rigged objects to be used in game
- Used proprietary software to set up objects to be used in game
- Tech reviewed peer assets to help prevent issues from making into the final product
- Attended art reviews to provide and receive feedback on how to polish and finalize assets.

### **Sims 3 QA Tester** Feb 2009 – June 2009

#### Electronic Arts

- Tested The Sims 3 looking for any errors or issues that arose while playing the game
- Tested The Sims 3 on the Mac and Pc platform
- Entered any issues that came up into proprietary bug tracking software

### **3d Artist** - Intern - Apr 2008-Sept 2008

#### Ghost Rabbit Entertainment, San Francisco, CA

- Modeled and textured 3d environment and character models for an upcoming unannounced project
- Worked closely with the Art Director to make sure the assets matched the art style of the project

### **3d Generalist** - Independent Contractor - Nov 2007–Sept 2008

#### www.StarSonata.com, San Francisco, CA

- Modeled, textured, rigged and animated 3d models to be used in the Irrilicht Game Engine
- Developed a pipeline to get the static mesh and animation data into the engine and functioning properly

### **3d Artist** - Independent Contractor - Sept 2007–Jan 2008

#### Allard and Conversano Designs, Oakland, CA

- Modeled, textured, and rendered Greek Urn templates for a mosaic artist.
- Worked with Art Director to achieve the desired look and feel of the project

### **Shipped Titles:**

The Sims 3 (QA tester)

The Sims 3 World Adventures (Object Modeler)

The Sims 3 Ambitions (Object Modeler)

The Sims 3 Late Night (Object Modeler)

The Sims 3 Generations (Object Modeler)

The Sims 3 Pets (Object Modeler)

### **Education:**

Bachelor of Science, Game Art and Design

2003-2007

The Art Institute of California, San Francisco, CA