

# James Arndt

## Senior Technical Artist

### Goal

My objective is to collaborate with a team of creative and technical individuals, producing the highest quality work possible within budgeted milestones and deadlines.

### Contact

[jimmyarndt@gmail.com](mailto:jimmyarndt@gmail.com)  
[www.james-arndt.com](http://www.james-arndt.com)  
[linkedin.com/in/arndtjames](https://www.linkedin.com/in/arndtjames)  
[youtube.com/polynurb](https://www.youtube.com/polynurb)

### Software Expertise

Unity Engine  
Unreal Engine  
Autodesk Maya  
Autodesk 3ds Max  
Blender  
Substance Painter  
Adobe Photoshop  
Adobe Illustrator  
Adobe Premiere  
Visual Studio  
Perforce, Git, SVN  
Davinci Resolve  
Pixyz Studio  
Android Studio  
SpeedTree  
VR/AR/MR/Mobile

### Programming Languages

C#  
JavaScript  
Maxscript  
Python  
HTML5/CSS3

### Skills and Interests

A passion for digital art, sharing knowledge and a drive to learn more about new ways to utilize software to optimize for limited platforms. I particularly enjoy work involving VR/AR/MR and high end console platforms.

The capability of working well within distributed and diverse teams, mentoring and knowledge-sharing with junior artists, operating effectively in remote roles with minimal guidance, and meeting or exceeding the expectations of stakeholders and managers.

A strong work ethic and the drive to see projects through to completion, always seeking an ideal balance between speed and quality. An innate desire to drive beautification and a final polish for the rendered frame, accomplished through visual effects, shaders, full-screen post effects.

A strong ability to continually iterate, expediently implement feedback, alterations or critiques and deliver on expectations. I enjoy driving for alignment with clients and those I'm working alongside.

## **Education**

### **Daytona State College – Daytona Beach, FL**

December 2017 – December 2018

Computer Programming A.S. Certificate

Solid foundational studies learning and applying C, C#, Python, JavaScript, Java and HTML/CSS. Completed hundreds of small programs in these languages using best practices, optimized patterns and logical structures.

### **Full Sail University – Winter Park, FL**

August 2005 – August 2007

Associate of Science Degree in Computer Animation

Extensive training in Autodesk Maya, Adobe Photoshop, Adobe After Effects and Autodesk Mudbox. Core focuses on 3d modeling, texturing, rendering and lighting, rigging and animation with studies of traditional art mediums such as charcoal drawing from life, painting techniques and sculpture.

### **Defense Information School – Laurel, MD**

December 1999 – March 2000

Basic Graphics Technician Certificate

Graphic design and traditional 2D art training including typography and layout. Advanced training in Adobe Photoshop, Illustrator, QuarkXPress, Macromedia Studio products and Adobe After Effects. Traditional fine arts training producing acrylic paintings, charcoal life drawings and pastels Studied basics of color theory, line/eye flow and common layout.

## **Experience**

### **Unity Technologies (Remote)**

January 2021 – Present

Senior Technical Artist

Utilize a wide range of software to create engaging, interactive online experiences using both the latest in web technology and in game development technology. Tasked in the creation of multimedia

assets for websites, educational games, multimedia presentations, and for interactive displays and exhibits as well as other products as requested. Daily tasks included writing C# code for Unity WebGL projects, creating both 2d illustrations and 3d models for these projects, creating a variety of 2D graphics for the web, using HTML5 and CSS3 to code modern and responsive websites within the nasa.gov domain.

### **NASA – Marshall Space Flight Center (Remote)**

September 2018 – January 2021

Remote Web Developer / Unity Developer

Utilize a wide range of software to create engaging, interactive online experiences using both the latest in web technology and in game development technology. Tasked in the creation of multimedia assets for websites, educational games, multimedia presentations, and for interactive displays and exhibits as well as other products as requested. Daily tasks included writing C# code for Unity WebGL projects, creating both 2d illustrations and 3d models for these projects, creating a variety of 2D graphics for the web, using HTML5 and CSS3 to code modern and responsive websites within the nasa.gov domain.

### **Roblox – San Francisco, CA**

February 2018 – January 2021

Remote 3D Artist / 2D Artist

3D/2D artist position creating art assets for the Roblox online game platform. Tasks include creating art assets for digital avatars. Assets are produced using 3ds Max and Substance Painter. Tasks include creating original 3d models from provided concept art and imagery, producing UV coordinates for meshes and importing these assets into Substance Painter for texturing.

### **Lockheed Martin Rotary and Mission Systems – Orlando, FL**

February 2016 – February 2018

3D Artist / Graphic Artist

3D/2D artist position building and processing 3d meshes and textures for usage in multiple simulation databases. Daily tasks include gathering photographic reference, creating models with 3DS Max and Autodesk Maya, processing models with Presagis Creator and creating textures using Adobe Photoshop CC. Responsible for maintaining consistent art style, quality levels and optimum functioning of assets within the SAGE engine. Ensure newly implemented assets are constructed in performance efficient ways so as not to impact the overall performance of a given simulation.

### **N-Space Inc. – Orlando, FL**

May 2015 - July 2015

Technical Artist (Contract)

Technical Artist tasked in the creation of texture masks for a coloring system utilized in the customization of creature/character skins and armors. Responsible for material balancing and coloring of characters, weapons and creatures in both the menu front end and in-game. Ensured albedo, normal and specular texture level continuity across hundreds of pieces of armor and

characters. Illustration overlays to match the art style of pre-existing icons used within the menus and in-game UI.

### **Digital Animation and Visual Effects School – Orlando, FL**

January 2015 - April 2015

Unity Course Instructor / C# Programmer

Managed a team of seven student artists during the development of a three-month vertical slice game demo. Utilized agile development methods to track tasks and time management during production of all game assets. Provided creative direction and continuity in maintaining the look of the franchise based on IP. Provided course lectures on general game development and lectures specific to aspects of Unity game engine. Produced C# code base for all game management states, gameplay mechanics and functionality for the student's final project.

### **fatbox Software (Sole Proprietorship) – Ormond Beach, FL**

January 2013 – December 2014

Game Development Services / C# Programmer

Game development services provided for various clients. These services included 3D modeling and texturing, rigging and animation, C# scripting, world building and set dressing. Created working logs to track hours consumed per project. Created invoices and invoice tracking system with PayPal integration for payment. Scripted game management states, gameplay mechanics and all necessary functionality on five commercially shipped titles using C# with Visual Studio.

### **N-Space Inc. – Orlando, FL**

April 2011 – November 2012

3D Generalist (Contract)

Generalist 3D artist tasked in the creation of real time assets for the Nintendo 3DS and iOS platforms. These tasks included modeling, texturing, lighting, particle creation and animation/rigging. Utilized hand painted texturing techniques combined with photo sourcing. Implemented lighting using 3D application baking techniques and vertex lighting. Tasked with creating simple rigs for character geometry and animating these characters for boss battle scenes and standard game play animations. Created unique world animations using simulation baking to keyframe techniques.

### **N-Space Inc. – Orlando, FL**

April 2011 – November 2011

3D Generalist (Contract)

Generalist 3D artist tasked in the creation of real time assets for the Nintendo 3DS and iOS platforms. These tasks included modeling, texturing, lighting, particle creation and animation/rigging. Utilized hand painted texturing techniques combined with photo sourcing. Implemented lighting using 3D application baking techniques and vertex lighting. Tasked with creating simple rigs for character geometry and animating these characters for boss battle scenes

and standard game play animations. Created unique world animations using simulation baking to keyframe techniques.

## **Firebrand Games – Merritt Island, FL**

May 2008 – June 2010

3D Artist / Environment Artist

3D Artist tasked in the creation of 3d assets for the Nintendo Wii and DS platforms. These objects included various vehicle, prop and environmental models, textures, billboards, particle effects and animations. Environment artist tasked with modeling virtual worlds, hand painted texturing combined with photo sourcing. Implemented lighting using vertex color baking techniques and hand vertex painting of 3D models. Vehicle and prop artist tasked with modeling, texturing and lighting of real time assets. Skilled in the manipulation of LUA scripts to alter particle effects, character physics, model placements in the world and the triggering of environment animations. Technical setup artist tasked with creating a volume system for each environment that determined what was culled and what was drawn for any given frame. PVS system implementations per level. Rigging artist tasked with creating simple rigs for environment geometry and creating world animations using joint systems Created texture animations for usage in game, utilizing UV animations on a texture.

## **DXD Post FX – Mission, KS**

December 2007 – March 2008

3D Artist / Motion Graphics Artist (Contract)

Worked daily using Adobe After Effects to produce commercial animations for Major League Baseball teams such as the San Francisco Giants, Atlanta Braves, San Diego Padres, Washington Nationals and Tampa Rays. Created 3D models in Autodesk Maya, textured the assets using Adobe Photoshop, completed lighting passes and rendering of assets inside of Maya. Usage of Butterfly node render farm management system to render out high resolution image sequences from both Maya and After Effects. Created motion and text based animations inside of Adobe After Effects software and composited HD Maya render sequences.

## **References**

[Darcie Kerr \(Unity Project Manager\)](#)

[Glen Schulz \(Unity Manager\)](#)

[Yasthil Bhagwandeem \(Co-worker\)](#)

[Richard Livingston \(N-Space Co-worker\)](#)

[Julian Halliday \(Unity Manager\)](#)

[Angel Gonzalez \(Gaming Dean DAVE School\)](#)