

# 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

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[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**

### **Capgemini Engineering (Remote)**

May 2024 – Present

Senior Technical Artist

I work to bridge the gap between artistic design and technical implementation, ensuring seamless integration of art assets into real-time engines and development environments. I work closely with

both artists and engineers to optimize workflows, develop pipelines and to boost the rendering efficiency and fidelity of applications. My responsibilities generally involve 3D mesh editing and authoring, mesh materialization and texturing, art content optimization, art ingestion pipelines, project setup, user interface setup and integration, 2D illustration, lighting and rendering scenarios and component setup, animation and rigging, shader authoring, VFX/Particles authoring, prefab creation and authoring, mobile/VR/AR framework setup and integration. My work usually also includes working in various DCC tools such as 3ds Max, Maya, Blender, Substance Painter, Photoshop and Illustrator, Pixyz Studio, Visual Studio, Speedtree, etc.

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

January 2021 – May 2024  
Senior Technical Artist

In this role I served as a Senior Technical Artist creating world-class interactive and immersive real-time experiences that brought client products and ideas to life. Our Industry business unit was made redundant and was acquired by Capgemini. Most days were spent working within the Unity game engine, and with each facet of technical implementation/integration and authoring. This could include 3D modeling, art content optimization, art ingestion pipeline, project setup, user interface setup and integration, 2D illustration, lighting and rendering scenarios and component setup, materialization and texturing, animation and rigging, shader authoring, VFX/Particles authoring, prefab creation and authoring, mobile/VR/AR framework setup and integration. My work also included working in various DCC tools such as 3ds Max, Maya, Blender, Substance Painter, Photoshop and Illustrator, Pixyz Studio, Visual Studio, Speedtree, etc.

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

September 2018 – January 2021  
Remote Web Developer / Unity Developer

In this position I served in a dual capacity as both a Unity developer and web development specialist. I utilized a range of web frameworks and software to create engaging, interactive online experiences using both the latest in WebGL technology and game development tools. I was tasked with the creation of multimedia assets for websites, educational games, multimedia presentations, and for interactive displays and exhibits as well as other products as requested. My 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

In this role I was a 3D Modeler and 2D Texture Artist for the Roblox game platform. My responsibilities in this role included 3D modeling of assets from provided concepts or imagery, producing highly-optimized UVW texture coordinates for these meshes and importing these assets into Substance Painter. In Substance Painter I would complete the materialization and texturing process to produce the final art asset. These assets were materialized in a stylized rendering aesthetic. Across this experience I authored hats, armor, weapons, toys, clothing and shoes and

various adornments that the digital avatars would wear within the virtual sandbox. My daily use tools were Autodesk 3ds Max, Adobe Photoshop and Substance Painter.

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

February 2016 – February 2018  
3D Artist / Graphic Artist

In this position I was a 3D Modeler and 2D Texture Artist tasked with constructing and processing 3D meshes and textures for usage in multiple simulation databases. My responsibilities in this role included gathering photographic reference, creating 3D meshes with 3DS Max and Autodesk Maya, processing these meshes with Presagis Creator and creating 2D textures using Adobe Photoshop. I would typically be tasked with authoring military and commercial vehicles, commercial aircraft, various ships and real-world buildings and structures. I was responsible for maintaining a consistent art style, quality levels and performant functioning of assets within the SAGE engine. I ensured that any newly implemented assets were constructed in performance efficient ways so as not to impact the overall frame time of a given simulation.

### **N-Space Inc. – Orlando, FL**

May 2015 - July 2015  
Technical Artist (Contract)

In this role I served as the team's Technical Artist tasked in the creation of 2D texture masks for a coloring system utilized in the customization of creature/character skins and armors. I was responsible for material balancing and coloring of characters, weapons and creatures in both the menu front end and under in-game lighting scenarios. I ensured albedo, normal and specular texture level continuity across hundreds of pieces of armor and characters and maintained a consistent measured PBR pipeline. I was also tasked with the illustration of numerous 2D icons used within the game's menus and in-game user interface.

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

January 2015 - April 2015  
Unity Course Instructor / C# Programmer

In this position I managed a team of seven-ten student artists during the development of a three-month vertical slice game demo. We utilized agile development methods to track tasks and time management during production of all game assets. I provided creative direction and continuity in maintaining the look of the Aliens franchise based on IP and reference materials. I provided course lectures on general game development and lectures specific to aspects of Unity game engine. I also 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

During downturns in industry hiring, I provided game development services for various clients. These services included 3D modeling and texturing, rigging and animation, C# scripting, world building and set dressing. I 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.

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

May 2008 – June 2010  
3D Artist / Environment Artist

In this role I served as 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 \(Gaming Dean DAVE School\)](#)