Isaac Baez

Lead Character Artist

✉ Baez_isaac@hotmail.com

📱 (984)-325-3621

in linkedin.com/in/isaacbaez/

www.baez-characterartist.com/

Education

Bachelors of Science
In Game Art
Full Sail University
Winter Park, Fl
2011-2013

Software

Maya
Zbrush
Photoshop
Unreal Engine
Substance Painter
Marmoset Toolbag

Awards

Full Sail course Director Award for outstanding work

Full Sail Perfect Attendance Award

Certifications

Department of Defense Annual Security Cert.

Unauthorized Disclosure of Classified Information and CUI

Department of Defense Counterintelligence Awareness/ Reporting Cert.

Experience

Adaptive Immersion Technologies

Lead 3D Artist
2014 - current
- Hi-res character and props sculpts to lowpoly in game assets
- Uv mapping and texturing lowpoly models
- Implement assets into unreal engine
- Supervises and directs art team work
- Create character and animation blueprints
- Skin character models to the UE rig
  Website: https://adaptiveimmersion.com/

Unreal Marketplace

Character Artist

- Sculpt hi-res model in Zbrush made in-game model in Maya
- Uv mapped and textured character and props
- Skinned Character model to UE5 skeleton
- Applied test animation to character model
- Created character blueprint
  Marketplace:
  https://www.unrealengine.com/marketplace/en-US/product/skeleton-knight-04

Morally Gray Net

3D Artist (Freelance)
Dec. 2023 - Feb 2024

- Create VFX for destroyed drone
- Implement effect into unreal engine
  Endurium: https://store.steampowered.com/app/1236620/Endurium/

SUPERHERO GAMES

3D Artist (Freelance)
Jan 2022 - March 2022

- Created texture for character models
- Fixed skeleton for character model in Unreal 4
- Rigged the custom armor sets to character models
- Created custom materials for character models
  Rune Knights: https://store.steampowered.com/app/1101400/Rune_Knights/

"References available upon request"