

JOE CHANG

CG GENERALIST / LAYOUT ARTIST / UNREAL GENERALIST

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SUMMARY

Skilled CG Generalist with 4 years of experience in VFX/CGI pipelines. Expert in real-time/physically based rendering and character pipelines using Unreal Engine 5, Maya, and Blender. Recognized in delivering high-fidelity CG assets in immersive experiences, commercials, films. A lover for problem-solving and a deep understanding of CG toolsets to streamline production workflows and fulfill complex project needs in various environments.

TECHNICAL SKILLS & SOFTWARE

Asset & Character Production: Modeling, Sculpting, Rigging, Marvelous Designer, Zbrush, Maya, Blender

Surfacing & Look Dev: Texture Baking, PBR Workflow, Substance 3D Painter, Redshift, Arnold, Cycles

Real-time & Cinematic Workflow: Unreal Engine 5, Lighting, Compositing, Nuke, Houdini, Shot-based Pipeline

Pipeline & Technical Solutions: Motion-Capture (Xsens/Rokoko), Pipeline Optimization, USD Workflow

PROFESSIONAL EXPERIENCE

Sony Pictures Imageworks - Vancouver, BC, Canada | Associate Layout Artist (April 2026 - Present)

Project: *Spider-Man: Beyond the Spider-Verse* (April 2026 – Present)

- **Scene Assembly & Conform:** Conduct the technical assembly of complex 3D sequences, ensuring 1:1 alignment between editorial storyboards and production scenes within a high-stakes feature film pipeline.
- **Final Layout:** Collaborated with cross-functional teams to deliver production-ready shots, focusing on cinematic camera placement and environmental integrity to streamline hand-offs to FX and Lighting.
- **Issue Investigation & Resolution:** Worked with downstream teams to investigate requested changes or reported issues, identify root causes, and implement effective solutions to ensure smooth production workflows.

Light Field Lab - San Jose, CA, USA | CG Generalist (Feb 2024 - July 2025)

- **Developed MetaHuman-based character pipelines:** By researching new tools and authoring technical documentation that streamlined repetitive tasks and improved production efficiency, specializing in visual alignment and mesh accuracy when round-tripping assets between DCCs and Unreal Engine to ensure full compatibility.
- **Visualized environment concepts through 3D:** Optimizing production by migrating the rendering pipeline from Arnold to Unreal Engine to reducing render time while maintaining asset organization, version control, publishing and non-destructive render management.
- **Executed technical pre-testing and developed custom Unreal Engine Blueprints** for real-time motion capture to ensure fail-safe execution and data accuracy during high-stakes client demonstrations.

Freelance 3D Artist (Dec 2021 - Present) | Highlights:

Nice Shoes LLC - New York, NY, USA | Unreal Artist (Sept 2023 - Nov 2023)

- *NISSAN Project* | Led the production of high-fidelity character assets, including complex wardrobe modeling, hair grooming, and look development within Unreal Engine 5.

HiFi 3D - New York, NY, USA | Character Artist (MetaHuman, Maya) (Sept 2025 - Nov 2025)

- *Huntington Bank - PW speaks* | Developed a hybrid MetaHuman-custom rigging system in Maya, enabling switching between rigs to provide maximum animation flexibility and pipeline adaptability for the client.

EDUCATION

School of Visual Arts, NYC | MFA in Computer Arts (2021-2023) | Thesis Project: Steelheaven

AWARDS

Rookie Awards | Film of The Year (3D Animation) – Finalist Project: “Steelheaven” | USA, 2023

ASIFA-East Animation Festival | Official Selection | Project: “Steelheaven” | USA, 2024