JOE CHANG

CG GENERALIST

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SUMMARY

Skilled CG Generalist with 3+ years of experience in VFX/CGI pipelines. Expert in real-time/physically based rendering and character pipelines using Unreal Engine 5, Maya, and Blender. Success in delivering high-fidelity CG assets and immersive experiences, commercials, short films. Recognized for problem-solving and a deep understanding of CG toolsets to streamline production workflows and fulfill complex project demands in dynamic 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, After Effects
Pipeline & Technical Solutions: Motion-Capture (Xsens/Rokoko), Pipeline Optimization, UE5 Blueprint, Perforce

PROFESSIONAL EXPERIENCE

Light Field Lab - San Jose, CA, USA | CG Generalist (Feb 2024 - March 2025)
- Developed MetaHuman-based character pipelines to deliver high-fidelity holographic content with a same-day turnaround for custom assets.
- Collaborated on the integration of hardware and software by creating optimized CG assets, ensuring seamless 3D display performance.
- 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.
- *Fanatics – Wemby* | Served as the Lead CFX Artist for the Wemby project, specializing in realistic cloth simulation and garment dynamics to enhance character movement.

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 seamless switching between rigs to provide maximum animation flexibility and pipeline adaptability for the client.

The Daily Mobster LLC - Los Angeles, CA, USA | 3D Modeler, LookDev Artist (RedShift) (Aug 2025 - Nov 2025)
- Exclusively accelerated the production of high-fidelity environment assets for still-frame renders, utilizing advanced kitbashing techniques to significantly improve visual quality while creating a reusable asset library of 50+ high-fidelity assets.

EDUCATION

School of Visual Arts, NYC | MFA in Computer Arts (2021-2023) | Thesis Project: Steelheaven
National Taiwan University of Science and Technology | BA in Commercial Design (2016-2020)

AWARDS

Rookie Awards | Film of The Year (3D Animation) – Finalist Project: "Steelheaven" | USA, 2023
Rookie Awards | Excellence Award | Project: "The Cyber Realm" | USA, 2023
Red Dot Design Award | Brands & Communication Design – Winner | Project: "Rebuild Taiwan's Traditional Culture" | Germany, 2021
ASIFA-East Animation Festival | Official Selection | Project: "Steelheaven" | USA, 2024