

Joe Chang

3D GENERALIST

MODELING, LOOK DEV, LIGHTING, RIGGING, REAL-TIME RENDERING

SUMMARY

Joe is a skilled 3D Generalist with background in VFX/CGI pipeline. Proficient in various needs on different platform like Maya, Blender, and Unreal Engine, he adapts to fulfill any role for real-time and cinematic projects, including immersive experiences, commercials, and short films. Recognized for his creative and technical problem-solving, Joe continuously adopts latest technologies to streamline workflows and meet complex project demands.

WORK EXPERIENCE

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

- Developed character pipelines for real-time holographic content.
- Created CG assets and supported integration between hardware and software.
- Directed and managed real-time motion capture sessions.
- Contributed to environment layout and visual composition for holographic scenes.

Freelance 3D Artist (Dec 2021 - Present)

- Nice Shoes LLC - New York, NY, USA | Unreal Artist
 - Designed, modeled, and developed look for real-time character assets.
 - Created CFX and particle FX.
- HiFi 3D - New York, NY, USA | MetaHuman/Maya Artist
 - Built hybrid MetaHuman-custom rig in Maya.
- The Daily Mobster LLC - Los Angeles, CA, USA | Modeler + RedShift Surface Artist
 - Environment assets modeling, texturing, kitbashing for Redshift in Maya.
- YYY.Marfa, Inc. - New York, NY, USA | Character Artist
 - Created character assets for social media, real-time interactive experience.

EDUCATION

School of Visual Arts, NYC

SEPT 2021 - MAY 2023

MFA in Computer Arts - GPA: 3.82/4.0

National Taiwan University of Science and Technology

SEPT 2016 - JUNE 2020

BA in Commercial Design - GPA: 3.76/4.0

PROJECTS HIGHLIGHTS

MaPLE — Holographic Immersive Experience, Light Field Lab (2024)

- Developed character rigs and integrated real-time motion capture.
- Contributed to environment modeling, look dev, and pipeline optimization for holographic displays.

NISSAN — Unreal Animated Project, Nice Shoes LLC (2023)

- Created character wardrobe assets for a real-time commercial production.
- Responsible for modeling, texturing, hair grooming, and VFX using Unreal Engine 5.

AWARDS

Rookie Awards (2023) — Steelheaven

ROOKIE OF THE YEAR - FINALIST, USA

Red Dot Design Award (2021) — Rebuild Taiwan's Traditional Culture

Winner, Germany

The ASIFA-East Animation Festival (2024) — Steelheaven

OFFICIAL SELECTION, USA

 joe76642@gmail.com

 joechang.art

 linkedin.com/in/joechang76642/

3D & TECHNICAL SKILLS

Modeling	• • • • •
Texturing	• • • • •
Sculpturing	• • • • •
Rigging	• • • • •
Lighting	• • • • •
Compositing	• • • • •
Motion-Capture	• • • • •
Character FX	• • • • •
Animation	• • • • •
Motion Graphic	• • • • •
Python	• • • • •

SOFTWARE

Maya
Blender
Zbrush
Marvelous Designer
Substance 3D Painter
Mari
Marmoset Toolbag
Houdini
Cycles (Blender)
Arnold (Maya)
Redshift (Maya)
Unreal Engine 4 & 5
Nuke
Adobe After Effects
Adobe Premiere Pro
Adobe Illustrator
Adobe Photoshop
Xsens
Rokoko
ComfyUI

OPERATING SYSTEM

Windows
MacOS
Linux

LANGUAGE

Chinese (Native)
English (Fluent / Business Proficient)