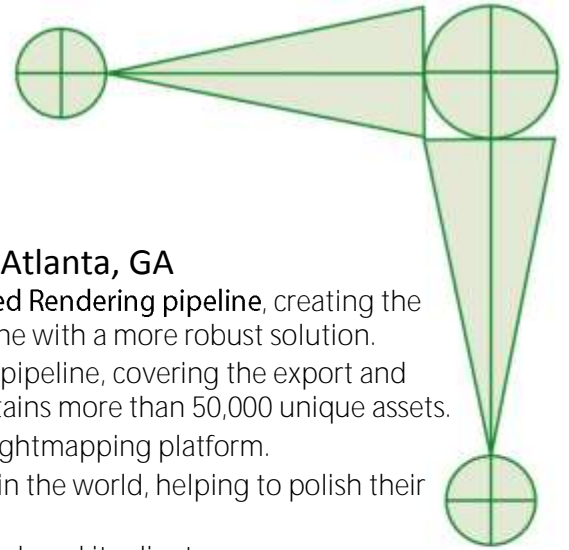


Jordan Stevens

Technical Artist/Pipeline Engineer

www.JordanStevensTechArt.com

Jordan.b.stevens3@gmail.com | (478)361-2940



2015 – | Technical Artist/Pipeline Engineer / *VIMTrek, LLC. Atlanta, GA*

- Present
- Develop and maintain ownership of **VIMTrek's Physically Based Rendering pipeline**, creating the internal BRDF shading models to replace Unity3D's PBR pipeline with a more robust solution.
 - Manage and implement **VIMTrek's** Revit to Unity automation pipeline, covering the export and import process of Revit content where the average scene contains more than 50,000 unique assets.
 - Develop Mesh and Scene Optimization tools, as well as the Lightmapping platform.
 - Author Unity tools for many of the largest architectural firms in the world, helping to polish their Unity pipelines and practices.
 - Build custom assets and textures on an ad hoc basis for VIMTrek and its clients.

2015 – | Substitute Teacher/Guest Lecturer : Shaders and Effects | *SCAD Atlanta*

- Covered traditional shader authoring as well as using node based editors such as Unreal Material Editor and Shader Forge for Unity.
- Created lesson plans to instruct in topics ranging from creating water and reflective effects to developing particle shaders for fog and snow effects.

2013 – | Lead Technical Artist/ Environment Artist | *The Grind*

- 2014
- Developed all shaders and particle effects.
 - Built character rigs and controls designed for the unique needs of each animator and character model.
 - Worked as a lead environment artist, developing assets from concept to completion via modeling, texturing and shading.
 - Managed asset pipeline for artists and designers.

