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.

Software

Autodesk Maya, ZBrush, Photoshop, Substance Painter & Designer, xNormal

Languages

C#, JavaScript, CG, HLSL, GLSL, Processing, C++

Knowledge of OpenGL and DirectX



Skills

- -Ability to approach problems from the perspective of both an engineer and an artist.
- -Strong understanding of modern graphics techniques and fluency in artists' workflow.
- -Adept at modeling both high and low poly assets, keeping within technical constraints.
- -Can create both stylized and realistic textures.
- -Work well within an established art direction.
- -Strong team player; always willing to help and listen to others.
- -Comfortable teaching and instructing others in unfamiliar territory.
- -Drive and passion to produce quality work.
- -Lifelong student of the arts; always seeking to learn and share knowledge with colleagues and peers.

Education

2011-2014 Savannah College of Art and Design, Atlanta, GA Bachelor of Fine Arts in Interactive Design and Game Development

