

Joseph 'Joyo' Young

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Professional Experience

Global Objects - Los Angeles, California

April 2024 - Present

3D Generalist

- Create, edit, and finalize assets and environments for virtual production
- Develop entire conceptual scenes for pre-production and visualization
- Capture on-site data with drone photogrammetry and lidar scanning

Mattress Firm - Remote

April 2024 - Present

Freelance 3D Artist

- Model and texture mattresses in specific product drops within a tight turnaround
- Create products that provide accurate digital references for consumers
- Rig and animate fully functional bed bases for web viewing

Mass Virtual - Orlando, Florida

February 2023 - April 2024

Mid Level 3D Artist

- Executed an in-house pipeline, carrying assets from creation to finalization in engine
- Modeled complex, high-detail parts for large-scale military vehicles
- Captured lidar and photogrammetry of assets and environments for digital reference

Twin Ray J Studios - Remote

August 2021 - May 2022

3D Artist

- Developed assets, environments and character models for various game projects
- Designed, built, and lit cinematic scenes in Unreal Engine 5

Brand XR - Remote

March 2021 - June 2021

3D Artist Intern

- Developed projects designed for specific social media marketing campaigns
- Carried a full animation from concept to finish utilizing a Maya pipeline

Education

University of Central Florida - Orlando, Florida

August 2021 - May 2023

Associates of Arts in Character Animation

Skills

Software: Maya • Substance • ZBrush • Photoshop • Unreal Engine • Reality Capture

Tech: Photogrammetry • Lidar • Gaussian Splats • Particle FX • Rigging

Art: Anatomy • Hair Creation • Digital Sculpting • Shader Networks • Lighting