

JOESTACHNIK

3D//CHARACTER//ARTIST

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DESIGN + LEADERSHIP EXPERIENCE

Makerbot Industries, 3D Modeler, Brooklyn, New York

- Designed, modeled, and quality-assured a variety of content for FDM 3D-Printing on Makerbot desktop 3D-printers.
 - Maintained high fidelity from digital sculpts to final physical prints.
 - Model features included: support-free printing, glue-free assembly, color separation, and universal build plate area use.
 - Tasks included: modeling, collaborative brainstorming, concept design, pitching, tolerance testing, printing, and final assembly.
- August 2013 – April 2015

Freelance, 3D/2D Artist, Remote

- 3D Hard-surface modeling and organic sculpting for 3D-Printing
 - 3D character content creation for use in Unreal Engine 4
 - 2D character concept art and design for video games and tabletop games
 - Brand Development, including logo design, marketing, and copywriting
 - Developing and executing unique IP
- March 2014 – present

Harvard iD Gaming Academy, Instructor, Cambridge, Massachusetts

- Personally instructed and technically assisted 16 students in using Unreal Development Kit.
 - Reviewed level design principles, set-dressing, and lighting to make conceptualized worlds functional and visually compelling.
 - Executed daily critiques, peer-reviews, and stirred classroom collaboration.
- August 2011

Wegmans Food Services, Sign Craft, Wilkes-Barre, Pennsylvania

- Designed, hand-crafted, and installed signs throughout the supermarket store.
 - Emphasized graphic design and communication with original characters and hand-drawn type.
 - Personally worked with all store departments and developed own schedule to effectively meet deadlines.
- November 2006 – July 2013

Ringling College of Art and Design, Head Teaching Assistant, Sarasota, Florida

- Supported faculty and led a team of TAs in teaching and technically assisting Pre-College summer high school students.
 - Advised and assisted students in Game Art using Unreal Engine and Graphic Design using Photoshop and Illustrator.
- Summer 2012, Summer 2013

SKILLS

Technical proficiency in Pixologic ZBrush 4R7, Keyshot, Autodesk Maya 2016, Unreal Engine 4, UDK, 3D-Coat, Adobe Photoshop, Illustrator, InDesign, Premiere, AfterEffects, Alchemy, XNormal. Knowledgebase in character / asset modeling and texturing for video games. Hands-on experience in design and modeling for FDM 3D Printing; expert user with Makerbot Replicator 2 3D Printers. Keen eye for clear Art Direction, clean form, and Swiss design principles. Abilities in observational figure representation, anatomy rendering, and traditional clay sculpture. Adept with wet and dry traditional media techniques. Well versed in organization and task management. Ready to strategize and implement.

EDUCATION

Ringling College of Art + Design, Sarasota, FL
BFA Game Art + Design, May 2013
Minor: Business of Art + Design

Dallas Senior High School, Dallas, PA
Academic Diploma, June 2008
National Honor Society Member, First Honors

Hasbro Traditional Sculpture Workshop, Ringling College, Sarasota, FL

PERSONAL

Fitness geek, runner, yogi, and former capoeirista. Recreational writer and blogger. Polycount Forum lurker. Too organized.

REFERENCES AVAILABLE UPON REQUEST