

DANIEL CHAVEZ

LEAD 3D AND VISUALIZATION ARTIST

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SUMMARY

A highly experienced Lead 3D Artist, 3D Visualization Specialist, and 3D Art Director with 10+ years of experience creating 3D visual assets and stunning visuals. Areas of expertise include:

- Management of 3D Production Pipelines.
- Python for 3D applications.
- 3D applications like 3ds Max, Maya, Blender, Cinema 4D, ZBrush, Houdini, and Unreal Engine.
- Lighting, animation and rendering in V-Ray, Arnold, Cycles, Marmoset Toolbag, Nvidia Omniverse, and Unreal Engine.
- 3D Product and Architectural Visualization.
- Creative production in Adobe Photoshop, After Effects, and Substance 3D Painter.

EXPERIENCE

LEAD 3D ARTIST | [Shutterstock](#) – New Orleans, LA

March 2021 – November 2023

- Led and achieved the production of an average of 56 Digital Twin 3D models per month to build collections used in virtual environments and simulations with full Physically Based Rendering (PBR) Metallic-Roughness workflow support.
- Converted, tested, and delivered custom Hero 3D content in client environments like Real-Time or Augmented-Reality engines. Used formats with full PBR support, like GLTF or USDz, to ensure optimal performance.
- Part of the R&D team for the launch of the [StemCell V2](#) industry standard in 2023.
- Produced blog posts, instructional materials, and tutorials for in-house and external artists, covering topics like 3D production workflow and Physically Based Rendering in applications like 3ds max, Arnold, Blender, and Substance 3D Painter.

ART DIRECTOR | [PixelSquid](#) – New Orleans, LA

June 2014 – February 2021

- Provided the main art direction and creative feedback for the 3D published content rendered as 360-degree [2D spinners](#).
- Led the production and gave visual guidance on the 3D models used to launch the PixelSquid website.
- Worked with internal and external 3D artist teams to set the visual and technical standards and specifications required for the 3D content.
- Trained and provided technical and visual support to 3D artist who wished to publish their 3D content on PixelSquid.
- Led the main art direction on the 3D content used on the PixelSquid [collections](#).
- Researched optimizations to the 3ds max, V-Ray and Adobe Photoshop pipeline for the development team to implement.

LEAD 3D ARTIST | [TurboSquid](#) - New Orleans, LA

October 2013 – February 2021

- Led and achieved the production of an average of 65 Hero 3D models per month with full Physically Based Rendering (PBR) support for both Specular-Glossiness and Metallic-Roughness workflows.
- Led the production, rendering and delivery of custom 3D models for retail and internet search clients.
- Managed internal and external 3D artist teams while producing 3D content for various projects using internally developed management tools and software.
- Part of the R&D team for the launch of the [StemCell](#) industry standard in 2017.
- Tested and improved the technical 3D pipelines and applications for 3D asset production utilized by internal and external teams.
- Produced tutorials and style guides for new 3D artists in training to produce and convert 3D assets in 3ds Max, V-Ray, Blender, Substance 3D Painter, Adobe Photoshop, Marmoset Toolbag, and Unreal Engine.

PRIOR WORK HISTORY

3D VISUALIZATION SPECIALIST | [ArX Creative](#) - Coral Gables, FL

ADJUNCT PROFESSOR | [Arte AC](#) - Monterrey, Mexico

3D VISUALIZATION ARCHITECT | [RENDER](#) - Monterrey, Mexico

EDUCATION

BACHELOR OF ARCHITECTURE | [Autonomous University of Coahuila](#) - Saltillo, Mexico

CERTIFICATIONS

PYTHON FOR PRODUCTION – Rebelway Academy | In progress – Feb-Apr 2024

CITY CREATION IN HOUDINI – Rebelway Academy | In progress – Feb-Apr 2024

PUBLICATIONS

Chavez, D. (October 2023). Physically Based Rendering Best Practices and Tips. TurboSquid.
blog.turbosquid.com/2023/10/04/physically-based-rendering-best-practices-and-tips/

Chavez, D. (September 2023). How to Find and Use Physically Based Rendering Materials. TurboSquid.
blog.turbosquid.com/2023/09/07/how-to-find-and-use-physically-based-rendering-materials/

Chavez, D. (August 2023). Explore 3D Technologies that Support Physically Based Rendering. TurboSquid.
blog.turbosquid.com/2023/08/08/explore-3d-technologies-that-support-physically-based-rendering/

Chavez, D. (July 2023). An Intro to Physically Based Rendering Material Workflows and Metallic/Roughness. TurboSquid.
blog.turbosquid.com/2023/07/27/an-intro-to-physically-based-rendering-material-workflows-and-metallic-roughness/