Stoney Jimenez

3D Artist / Modeling, Real-Time Look Development & Environment Art

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EXPERIENCE

Digital Artist IV, Real-Time Visualization

Mar 2024 - Apr 2026

Apple Marcom / Contract through Magnit Global

- Prepared and refined industrial design CAD geometry for real-time XR product experiences, optimizing assets to meet polygon, texture, and material budgets.
- Developed PBR materials, textures, and shaders to reproduce product finishes and their response to light, refining look development against visual targets.
- Managed OpenUSD layers and product variants to support consistent asset organization and real-time visualization workflows.
- Collaborated with art directors, producers, riggers, and software engineers to troubleshoot assets and balance visual quality with real-time performance.

3D Prop Artist

Nov 2020 - Jan 2024

High Moon Studios / Call of Duty: Warzone

- Created hard-surface and organic props for multiple shipped Warzone maps, carrying assets from reference and blockout through final in-engine integration.
- Built high-res and low-res models, created UV layouts, baked supporting maps, and authored PBR textures and materials for game-ready assets.
- Refined topology, modularity, and asset optimization to support production needs, working with designers to place and polish props in each map.
- Served as the sole Warzone prop artist for a period and mentored environment artists on prop production workflows and asset quality.

Freelance 3D Artist

Apr 2020 - Mar 2023

Self-employed / Project-based

- Modeled, textured, and lit 3D assets for digital advertising, websites, and presentations, delivering rendered stills and animation through client feedback and revisions.

SELECTED PERSONAL PROJECT

Porsche 911 Turbo S Interactive Configurator

Built a Three.js automotive viewer with selectable finishes and camera views. Authored Maya/OpenUSD material variants and exported glTF assets for real-time lighting and reflections.

View interactive configurator

SKILLS, TOOLS & EDUCATION

Hard-surface and organic modeling; high-res / low-res workflows; UVs, baking, PBR, optimization
Maya, LookdevX, ZBrush, Substance 3D Painter / Designer, Photoshop, Unreal Engine, Unity
OpenUSD, glTF, Three.js, V-Ray, Marmoset Toolbag; real-time rendering and look development
AI tools (personal projects): Claude, ChatGPT, Adobe Firefly, Gemini, Midjourney, Tripo AI
Python (AI-assisted): Created Maya/USD tools with AI coding support and script troubleshooting.
Full Sail University / Game Art / 2014 - 2016