Cochey Cantu

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Summary

I am a Senior Technical Artist with over 10 years of experience in the video game, virtual reality, and augmented reality industry. I currently work at Axon, a leading company in creating innovative solutions for sales, deployment, education and training for their taser line of law enforcement products.

My core competencies include 3D art, design, tools, level design, shader material creation, character rigs, skinning, environment art, game and performance optimization, and technical art. I have expertise in using Unreal Engine 4, Autodesk Maya, and other industry-standard software. I have also developed and tested assets and prototypes for NFT generation, AR, and VR projects, as well as contributed to AAA titles such as 2K Drive, Covert, and Prodeus. My passion is to merge the artistic with the technological and create immersive, visually compelling experiences that push the boundaries of what's possible.

Experience

Senior Technical Artist
Axon
May 2023 - Present (10 months)
I am currently working with the VR Division to help develop training simulation content for taser training and safety. My main focus is on animation tools and integration with the intended goal of creating more believable and responsive animations systems to better portray more realistic training scenarios. Pretty wild stuff

-C# and Visual Scripting
-Shader creation/optimizations, texture array setups, asset cleanup
-VR Headset Memory and Performance Profiling
-Scene setups for AI LLM's and Navmesh
-QA and Support

Artist Owner Developer -Freelance works
Aug 2013 - Present (10 years 7 months)
Provide services for a wide range of solutions in the digital and analog worlds whether it be consulting or full on game development.

3D arts
Tools
Level Design
Shader Material creation
Character Rigs/ Skinning

Environment Art, Level Design, Game and Performance Optimization, Technical Art, STL model and printing services

Helped set up infrastructure for NFT generation system
Created asset test libraries for prcgen NFT asset creation system

AR tests and prototypes

VR tests and prototypes

AAA assets development
Game Development

Chase VR: Employee Training VR Kit: UE4
Covert Occulus Go VR Game: Unity
Prodeus: Proprietary
Demolition Derby: Unity Mobile

Senior Technical Artist
2K
Mar 2022 - May 2023 (1 year 3 months)
Working on 2K Drive

Senior Technical Artist
Flickplay
Jul 2021 - Dec 2021 (6 months)
Solving technical and art related problems to help create a super nifty totally cool social app!

Game Design
Tools Scripting
3D Art and Shader Creation
Design/Planning/Execution for Randomized Trait Based NFT Assets
Character rigging/skinning

Senior Technical Artist
Niantic, Inc.
2015 - Aug 2021 (6 years)
Created assets for various AR and Social/Web/Mobile experiences
3D models, Level Design. Lighting, AR Experience Prototypes

Senior Artist
2K
Sep 2010 - Jul 2015 (4 years 11 months)
-XCOM
-TBXD
-Bioshock Infinite

-Handled level architecture, modeling, shaders, lighting

-Worked closely with other departments to accomplish team goals
-Mentored other team members and provided technical knowledge and other expertise
-Created/optimized models/textures/material shaders, level layouts/design, particles, scripting
[everything but the kitchen sink]

Senior Artist
Blind Wink
Sep 2011 - Dec 2011 (4 months)
Previs work for several movie concepts
3D asset and level design work for internal game prototypes for console releases

 ### Senior Artist
Obsidian Entertainment
Apr 2007 - Sep 2010 (3 years 6 months)
Neverwinter Nights 2
Alpha Protocol
Fallout: New Vegas
Dungeon Siege 3

• Created the props, levels, lighting and post effects for environments
• Researched better workflow methods to increase productivity
• Directed small teams in order to create complete levels within given time frames

 ### 3D Artist / Generalist
Liquid Development
May 2005 - May 2008 (3 years 1 month)
- Mass Effect
- Empire Earth 3
- Damnation
- Hellgate: London
-Various small one off projects I can't remember
• Worked with clients and managers remotely to create assets according to art style and given specs
• Developed various assets ranging from props to entire scenes for next generation titles
• Handled working with multitudes of projects and clients simultaneously

3D Artist
Double Helix Entertainment
Apr 2006 - Apr 2007 (1 year 1 month)
- Dirty Harry [cancelled]
- Silent Hill Homecoming

• Modeled and textured props for use in the game environments
• Worked with level designers to achieve a balance of visual appeal and game play
• Set up modular system for faster level completion so as to meet deadlines

3D Artist

Jul 2004 - Oct 2006 (2 years 4 months)
Imperator Online [cancelled]
Warhammer Online
DAoC [patch/content updates only]

• Planned and set up dungeons and terrain zones for art and design teams
• Created large outdoor environments and props for game world
• Worked on environments for expansions including props and large exteriors
• Helped prototype look and feel of projects

Skills

Python (Programming Language) • Unity • 3D • Lighting • Shaders • Video Games • Zbrush •
3D Studio Max • Level Design • Unreal Engine 3