



## SUMMARY

Senior generalist with over nine years experience in Film and Visual Effects. From making 3D assets end-to-end, designing shaders, environment art, design and layout or animations via Unreal Engine or Maya, I have worked across many different parts of the 3D pipeline.

I primarily enjoy focusing on ensuring the look and feel of the final picture, and am excited about the challenges of bringing high fidelity looks and styles into Unreal Engine, with a strong belief that its role in cinema is only going to become more prominent as time progresses.



## Jackson Kendra

+ (61) 416 744 977  
jmkendra95@gmail.com

## WORK EXPERIENCE

### Unreal Engine Generalist - Flo VFX (Sept-Nov 2025)

- *Editing of materials and assets for Feature Film*
- *Scene and Shot-based lighting*
- *Unreal Engine 5 - Movie Render Queue render optimisation and troubleshooting for film pipeline workflows*

### Lead RAD Environment Artist - Nant Studios (Feb - May 2025)

- *Creating 3D assets using image references as well as photogrammetry*
- *Technical shader production involving creation of complex WPO shaders*
- *Creating Tools in Unreal Engine for Virtual Production using PCG and Blueprints*

### Lead 3D Artist - Vizion (Jan 2023 - Oct 2024)

- *Unreal Engine development for multiple outputs*
- *Writing technical documents for internal training and workflows*
- *Design, layout, lighting, animating and rendering cinematography for games and promotional content.*
- *R&D on emerging tech for VP and real-time rendering*

### Generalist - Spectre Studios (Aug 2020 - Jan 2022)

- *Creating render pipelines for film post production pipelines*
- *Design, Implementation and Operation of Unreal Engine Environments in Virtual Production settings*
- *Creating assets to spec for various performance targets such as VR, VP and high fidelity rendering*

## Skill and Experience Summary

**12**

Virtual Production  
project Contributions

**6**

Film and Television  
contributions

**5**

Video game title  
contributions

**30+**

Unreal Engine Project  
Contributions

## Career highlights and accolades

- *Industry expert consultant involved in the design and construction of TAFE St Leonards LED Volume stage*  
[\(https://www.facebook.com/share/p/17ru21kwdX/\)](https://www.facebook.com/share/p/17ru21kwdX/)
- *Assisted in conducting an industry presentation at Queensland University of Technology*  
 [\(https://www.qut.edu.au/insights/creative-arts/virtual-production-powerhouse-vizion-gives-students-industry-leading-experience\)](https://www.qut.edu.au/insights/creative-arts/virtual-production-powerhouse-vizion-gives-students-industry-leading-experience)
- *Involved in Virtual Production projects in Australia since 2020*
- *Led teams on various projects from virtual production to advertising*

## Links

**Hype Reel**                      <https://vimeo.com/1099319155?>

**Showreel**                      <https://youtu.be/7HmEEUNDY3Y?si=oq-VJsr5BdjZ92iq>

**Website**                        <https://www.jacksonkendra3d.com.au/>

## Primary Programs

### Unreal Engine

11 Years Experience

- *Movie Render Queue and Sequencer, including graph editing, control rig animation and keyframing of various assets.*
- *Lighting for cascade, lumen and path tracing workflows*
- *Materials*
- *Blueprints, including Editor Utilities and Artist tools*
- *Niagara, including the implementation of heterogeneous volumes and effects from external programs, as well as creating in-engine effects*
- *Optimisation and troubleshooting for virtual production, movie render queue, virtual reality and video game applications.*

### Maya

12 Years Experience

- *Modelling and UV*
- *Grooming via X Gen*
- *Rigging and Animation*

### Substance

11 Years Experience

- *Texturing 3D assets*
- *Procedural texturing of tileable textures via Substance Designer*
- *Baking high to low poly assets*

### Z Brush

10 Years Experience

- *Sculpting and high frequency detailing of meshes*
- *Cleanup and editing of photogrammetry data*
- *Baking high poly geometry onto low poly geometry*

## Secondary Programs

### Photoshop & Lightroom

13 years experience

- *Creation of HDRI photospheres*
- *Compositing live action and cgi elements for advertisements*
- *Grading and editing of photos for the purpose of detail extraction*

### Reality Scan

2 years experience

- *Photogrammetry*

### Embergen

2 years experience

- *Smoke and Fire simulation output to volume textures and sprites*
- *Exports to Unreal Engine*

### Gaea

3 years experience

- *Terrain generation for Unreal Engine 5, as landscapes and background mesh geometry*

### Davinci Resolve

2 years experience

- *Color grading, video editing and light compositing via Fusion*

## ***Related hobbies***

### **Photography and Videography**

*3 Years Experience*

- *Image editing, composition and cinematography*
- *Color grading, converting Log footage to other color profiles and grading for different looks and feels*
- *Technical knowledge around camera terminology and technology*