Contact

0416744977 (Mobile)
jmkendra95@gmail.com

www.linkedin.com/in/jkendra
(LinkedIn)
www.artstation.com/duhashun
(Portfolio)
jacksonkendra3d.com/ (Personal)

Top Skills

Autodesk Maya

Substance

Unreal Engine

Languages

English (Native or Bilingual)

Jackson Kendra

Senior Unreal Engine Generalist | Real-time Solutions, Virtual Production
Sydney, New South Wales, Australia

Summary

Real-Time and VFX experienced 3D generalist specialising in Virtual Production

Reel: https://youtu.be/7HmEEUNDY3Y
Website: https://jacksonkendra3d.com

Experience

Self-employed
Freelance Unreal Engine Artist
August 2018 - Present (7 years)
Sydney, Australia

> Client consultation on real-time projects

> Assisted design

> Creating bespoke solutions based on client product implementations

> Mentoring 3D creative pipelines

> Consulted in the construction of Virtual Production spaces for a professional
setting

NantStudios
Lead Real-Time Art Department Environment Artist
February 2025 - May 2025 (4 months)
Melbourne, Victoria, Australia

> Asset Creation: recreating from references or scans

> Technical Shader Production: Shader modifications, Complex WPO

materials and tool related shader creation

> PCG tools for set dressing

> Virtual Production Tools

> Troubleshooting and R&D

Vizion Studios
Lead 3D Artist
January 2023 - October 2024 (1 year 10 months)

> Leading pipeline in rendering in Unreal for different outputs

> Developing training and learning tools for internal development and skill-sharing

> On set operation of LED Volumes on large scale productions

> Designing and executing Cinematics for promotional content

> Working in UE4/UE5 to create blueprints, materials and render pipelines

> Experimental R&D on emerging technologies for VP and real-time rendering

Spectre Studios - Virtual Production & Design
2 years 5 months

Technical Artist
January 2022 - December 2022 (1 year)
Sydney, New South Wales, Australia

> End to end production of Virtual Production VAD

> On set operation of LED Volumes on large scale productions

> Designing and executing Cinematics for promotional content

> Automating asset creation for large scale projects

> Working in UE4/UE5 to create blueprints, materials and render pipelines

> Experimental R&D on emerging technologies for VP and real-time rendering

UE4 Generalist
August 2020 - January 2022 (1 year 6 months)
Sydney, New South Wales, Australia

> Creating a usable render pipeline for tradition film post production using experimental UE4 features and custom shaders

> Creating assets and running art operations on set for Virtual Production

> Creating technical assets in UE4 using Sequencer, Cascade, Niagara and UE4's material pipeline.

> Creating assets to spec for various performance targets.

> Creating workflow solutions to unique problems.

Inspace
3D Generalist
July 2020 - August 2020 (2 months)
Sydney, New South Wales, Australia

> Assisting team in producing real-time assets for architectural visualisation

> Creating new workflows and documenting for future artists

> Liaising with clientele on updates and feedback sessions on multiple ongoing projects

The Gingerbread Man
Freelance Unity Artist
July 2019 - August 2019 (2 months)
Sydney, Australia

> Unity

- LWRP for VR

- Shader design

- Environment art and Level Building using real world reference

- Tech Art with Shader Graph

> Modelling

- Modelling and sculpting with ZBrush and Maya

- UV for texturing and Shader FX

> Texturing

- PBR workflow using photo assisted and fully procedural workflows in Substance Designer

- Bespoke texturing and baking using Substance Painter

- Generating masks and FX masks using Photoshop

> Version Control

- Setting up repositories on multiple machines

- pushing and pulling assets using SourceTree and Google Cloud SDK

> PC troubleshooting & repair

> Unity Scene troubleshooting

> Asset sourcing

The Electric Lens Co.
3D Generalist
October 2018 - December 2018 (3 months)
Sydney, Australia

> General Modelling of assets

> XGen

> Substance Designer and Painter

> Unreal Engine texture and asset creation:

- Look Development

- Shader Design based on procedural and modular workflows

- Maya to Unreal workflow

> Redshift:

- Lookdev and Texturing

- Lighting

———

Education

Design Centre Enmore TAFE
Bachelor's Degree, 3D Art & Animation · (2014 - 2016)

Woolooware High School
· (2007 - 2013)