

JOAQUIN LACA

3D Modeling and Look Development Artist

[Portfolio](#)

[Artstation](#)

[Linkedin](#)

joaquinlaca14@gmail.com

Education

SAVANNAH COLLEGE OF ART AND DESIGN

BFA - Animation, Technical Animation.
Thesis Film 'Obelus'

Savannah, GA
May 2025

"Time Flies" College television awards nominee / SCAD Animation Studios / SCAD Cum Laude /
The Rookies Blog Article 2024

Experience

3D Artist

Remote

Hipflask Games

November 2025 - Present

- Working on future Steam game **"The Bureau of Fantastical & Arcane Affairs"**.
- Working on different fantasy props for Unreal Engine.
- Tasked with modeling, sculpting, and texturing.

3D Artist

Remote

Studio Homestead

July 2025 - Present

- In charge of multitasking with different assets needed for a short animation.
- Created 2 stylized character models.
- Modeled 3 props for an environment
- Working with Blender
- Adapting to different realistic and stylized looks

Projects

3D Tech Lead

Savannah, GA

July 2024 - May 2025

"Obelus"

- Modeled and textured 1 character
- Modeled, textured, blocked out, and laid out all objects in an **indoor** and **outdoor** environment
- Added the use of Plant Factory into the pipeline to create 5 species of trees with custom wind animation
- Implemented render layers into the pipeline for Unreal Engine 5. Documented rendering process for teammates.
- Lighted and rendered 22 shots.

Volunteering

Siggraph Student Volunteer

Denver, Co

July 2024

ACM Siggraph 2024

- Assisted attendees at any moment regarding the conference.
- Presented different artworks at the art gallery.
- Provided help to presenters with any preparations they needed.

Skills

Technical: Modeling, Sculpting, Texturing, Grooming, Shading, Compositing, Photogrammetry, Rigging.

Programs: Maya, Houdini, Substance Painter, Zbrush, Unreal Engine, Reality Scan, Plant Factory, Blender, Flow, Perforce.

Interests: Normal map editing, Photography, Puppetry.

Languages: Spanish (Native). English (C2).