

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

[ACM Siggraph 2024](#)

July 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).