caleb smores

GAMEPLAY ENGINEER & TECHNICAL ARTIST FOR GAMES

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calebsmores.com

PROFILE

3D Artist currently based in Rochester, NY. Focused on technical art for games, seeking ways to bring together assets and logic for inventive, exciting gameplay and cinematics.

EXPERIENCE

BRINX.TV (Contract)
Atlanta, GA (Remote)

Unreal Team Lead
Dec 2023 - Jan 2025

Established pipeline, and file management for the company's 3D/Unreal process. Oversaw Unreal Engine team, organizing projects, artists and intercompany communications. Directed and contributed to sequences, asset creation, environment art, character design & animation, and created live Unreal controls for real-time stages and backgrounds.

CHEEHOO (Contract)
Los Angeles, CA (Remote)

Unreal Generalist
March 2025 - Present

Independent contractor helping develop procedural tools, shaders, workflow, and art assets for an unannounced project. Using Unreal Engine 5, coming up with creative solutions for the project's unique artstyle, as well as handling environment and scene assemby.

EDUCATION

GNOMON SCHOOL OF VFX, GAMES & ANIMATION
Los Angeles, CA

BFA In Digital Production (Games)
2019-2022

SKILLS

GAMEPLAY PROGRAMMING

Experienced in bringing gameplay from concept to functional in game engines, primarily skilled in Unreal Engine.

3D ENVIRONMENT & PROP ART

Proficient in creating 3D assets—hard surface and organic—optimized and ready for games.

REAL-TIME SHADERS

Skilled in the creation of game ready shaders from simple to complex, with extensive customization for artists.

GAME CINEMATICS

Extensive experience in crafting real-time and offline cinematics for game engines and gameplay, including camera work, sequence events and logic, associated VFX and implementing character animations.

SOFTWARE

Unreal Engine 4/5
Autodesk Maya
Blender
Substance Designer
Substance Painter
Adobe Photoshop
Adobe After Effects
Houdini
Gaea
ZBrush
SpeedTree
Stype

ACHIEVEMENTS

BEST OF TERM
Gnomon
Won Best of Term Winter of 2022 in the category of 'Games - Development'

BEST OF TERM
Gnomon
Won Best of Term Fall of 2022 in the category of 'Games - Gameplay'

ALUMNI PANEL
Gnomon
Invited back to Gnomon in March 2023 to give a talk about my work.