

JOSE FERNÁNDEZ

SENIOR MATERIAL & SURFACING ARTIST

Josetxu.artstation.com

Procedural Materials • Look Development • Surfacing • Animation & AAA Games

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PROFILE

Senior Surfacing & Material Artist specialized in procedural material creation, look development, and production-ready surfacing pipelines for Animation and AAA games. Experienced in delivering high-quality materials across stylized and realistic productions, building material systems that hold up both artistically and technically with Substance Designer & Painter, Unreal Engine 5, Arnold, and Redshift, while collaborating closely with Art Direction, Environment, and Technical teams.

SKILLS

Core Expertise: • Procedural Materials • Character & Environment Surfacing • Look Development • Unreal Engine • Trim Sheets • Material Optimization • PBR Workflows • Shader Development • Stylized & Realistic Workflows • Arnold and Redshift Render.

Software: • Substance Designer • Substance Painter • Maya • ZBrush • Photoshop • Blender • Unreal Engine 5 • Mari • Arnold • Redshift.

PROFESSIONAL EXPERIENCE

KITBASH 3D • Material Artist | Jun 2023 – Present

Project: NDA Fortnite IP collaborations and Kitbash3D Real World Kits

Working within an AAA production pipeline on Kitbash3D's Real World Kits and Fortnite IP collaborations.

- Built tileable, reusable procedural material graphs in Substance Designer that became the base library for environment surfacing and set dressing in Unreal Engine 5, across several different art styles.
- Surfaced props and hero assets in Substance Painter, keeping quality consistent across large AAA asset libraries.
- Developed and optimized production-ready shaders and materials for real-time performance, including a library of reusable trim sheets that cut down asset creation time.
- Collaborated daily with Environment Artists, Art Direction, and Tech Artists to turn visual direction into finished in-engine assets, handling UE5 look development and material implementation for each kit.

BWATER STUDIOS • Senior Surfacing Artist | Feb 2023 – Jun 2023

Project: *Ghost of Ruins*

Returned to B-Water Studios to support visual development on *Ghost of Ruins*, combining asset production with mentoring responsibilities.

- Delivered stylized character and environment surfacing for *Ghost of Ruins*, handling Cycles look development.
- Mentored a group of junior and mid-level artists, giving feedback that kept quality and style consistent across the department.
- Helped uphold artistic consistency across the surfacing department, working alongside the Surfacing team to keep quality standards steady from asset to asset.

23LUNES ANIMATION • Lead Surfacing Artist | Nov 2021 – Dec 2022

Project: *NDA Original Short Film. Different animation advertisements for videogames.*

Led the surfacing team on an undisclosed production, working closely with the Art Director and Surfacing Supervisor to define the project's visual direction.

- Led environment surfacing production while collaborating with the Art Director to define visual standards across multiple productions.
- Built Arnold look development and procedural shaders for characters, props, and environments, giving the pipeline the flexibility to handle different styles.
- Kept multi-style production workflows running smoothly, so the team could move between art styles without losing consistency.
- Supported the surfacing team on artistic direction, turning creative vision into assets that were ready for production.

B-WATER STUDIOS • Surfacing Artist | January 2021 – August 2021

Project: *Treasure Trekkers Season 2*

Delivered production assets for Treasure Trekkers Season 2 while supporting department workflows beyond day-to-day surfacing tasks.

- Delivered character, prop, and environment surfacing with Arnold look development for a full animated season.
- Took ownership of UV quality review, guided junior artists, and helped smooth out communication between modeling and surfacing.
- Guided junior artists and supported procedural material creation and pipeline needs as the production required.

PEOPLE MOVING PIXELS • Shading TD Artist | October 2019 – April 2020

Project: *Talking Tom & Friends Season 4 & 5*

Contributed to the shading department across two seasons of episodic animation production.

- Developed Redshift shaders and handled look development across 2 seasons of an episodic animation series.
- Kept the shading pipeline running and optimized assets for rendering efficiency on a tight episodic schedule.
- Provided rendering support and troubleshooting to keep the team on schedule.

EDUCATION & OTHER

3D FOR ANIMATION | Bachelor's Degree - UTAD

2014-2018

ADVANCE ZBRUSH | Course - C10 Academy

2018

LANGUAGES: ▪ *Spanish (Native)* ▪ *English (advanced)*