

JARED PEMBERTON

SENIOR 3D ARTIST
TECHNICAL ARTIST

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Lawrence, KS · Kansas City area · Remote

SUMMARY

3D artist and technical artist with 20 years in games, VFX, simulation, and product visualization. Character modeling, texturing, and rigging on shipped titles (Six Days in Fallujah, Breach); photo-real rendering and real-time visualization for infrastructure proposals at HNTB; and visual targets, content integration, and outsourcing direction for Garmin's Home Tee Hero, where I also built the procedural pipeline behind ~42,000 real-world golf courses.

CORE SKILLS

DCC	Maya, 3ds Max, ZBrush, Blender, Houdini, Marmoset Toolbag
MODELING & TEXTURING	high/low-poly modeling, retopology, UV layout, PBR texturing (Substance Painter/Designer, Photoshop), character anatomy
RIGGING & ANIMATION	character and facial rigging, blendshapes, skinning/weighting, export pipelines
RENDERING & LIGHTING	V-Ray, Karma, lookdev, lighting tools, Deadline and Houdini render farms
REAL-TIME	Unreal Engine, Unity, asset optimization, VR/AR
MOTION & COMPOSITING	After Effects, MaxScript/JSX render automation
SCRIPTING	Python, MEL, MaxScript, VEX, C#

EXPERIENCE

Co-Founder · Acrediant Solutions, Lawrence, KS	Aug 2025 – Present
▶ Healthcare SaaS product; designed the UI in Figma and built the full stack (React, TypeScript, Supabase) as sole developer.	
Product Architect + Senior Technical Artist · Garmin (Garmin Labs), Olathe, KS	Feb 2018 – Jan 2026
▶ Pitched and prototyped the Home Tee Hero IP (Approach R10/R50), Garmin's first internally developed recurring-revenue product, in Garmin's internal innovation incubator; built the pitch demo in Unreal Engine. ▶ Set visual targets and acted as provisional art and technical director for the product: integrated internal and external content, aligned product, engineering, and cartography, and directed outsourcing partners to hit visual fidelity and technical standards for shipped features. ▶ Built the Houdini PDG + Python pipeline that generated ~42,000 real-world golf courses (~750,000 playable holes) with a core team of fewer than five; built artist-facing lighting and lookdev tools in Houdini. ▶ Authored terrain and asset-ingestion tools; designed Unity-based asset validation and QA with automated reporting. ▶ After v1 shipped, worked with supervisor and HR to define Garmin's first Technical Artist job title, then mentored artists and engineers and maintained pipeline docs and tools.	
Founder · Mapbase.ai, Lawrence, KS	Jan 2024 – Present
▶ B2B/B2C SaaS in development for procedural geospatial 3D content: LiDAR terrain to Houdini-generated assets with a web map front end; Unreal Engine and Unity for real-time review.	
Senior 3D Visualization Specialist · HNTB, Kansas City, MO	Jan 2012 – Feb 2018
▶ Modeled, lit, and rendered photo-real imagery and animation for multi-million-dollar infrastructure proposals (3ds Max, V-Ray, After Effects); automated rendering and compositing with Deadline, MaxScript, and JSX; built VR/AR real-time visualizations in Unreal, Unity, and CryEngine from GIS and architectural data.	
Character Artist · Atomic Games / Destineer Studios, Raleigh, NC	Feb 2007 – Feb 2011
▶ High- and low-resolution character modeling, texture painting (diffuse, normal, specular, AO), and shader creation for Six Days in Fallujah, Breach, and classified serious-game titles on a proprietary engine; partnered with the tools team to develop a node-based HLSL shader editor for the engine; facial and character rigging, skinning, and export pipelines; MaxScript tools for character production.	
Senior 3D Artist · Camber Corporation, Fayetteville, NC	Sep 2005 – Feb 2007
▶ Real-time simulation assets for government training in Maya; promoted within a year, led a small art team. Held a U.S. Secret clearance.	

SHIPPED

Home Tee Hero (Approach R50)

Home Tee Hero (Approach R10)

Garmin Lily

Garmin Catalyst

Six Days in Fallujah

Breach

classified simulation products

EDUCATION

Diploma, 3D Animation/VFX (Modeling) — Vancouver Film School
B.S. Interactive Digital Media — Northwest Missouri State University