

# STEPHEN HADDOCK-WEILER

3D Environment Artist | Virtual Production | Real-Time Environments

## PROFILE

Real-time Environment Artist with 10+ years in film, VFX, games, and VR. Specialized in Unreal Engine pipelines for virtual production, environment creation, asset lookdev, and photogrammetry workflows. Experienced collaborating with VFX supervisors, production designers, and technical directors to deliver high-quality real-time assets that meet cinematic standards. Film credits include major franchise work for Marvel, Lucasfilm, and Warner Bros.

## FILM & VIRTUAL PRODUCTION EXPERIENCE

### **3D Artist / Owner – Shadowbox Interactive LLC | Nov 2024 – Present**

- Provide real-time asset development for film, VR, and interactive media clients.
- Build cinematic-ready environments, hard-surface props, trimsheets, and photogrammetry-based assets in UE5.
- Support directors, producers, and VFX teams with lookdev, visualization assets, and environment design.

### **Unreal Artist – Cantina Creative (Remote) | Mar 2023 – Oct 2023**

- Optimized third-party assets and materials for improved real-time performance (20% efficiency gain).
- Partnered with art directors and VFX teams to maintain visual consistency across complex scenes.

### **3D Environment Artist (Film) – Happy Mushroom / Narwhal Studios (Remote) | Oct 2020 – Oct 2022**

- Created sci-fi vehicle and structural assets from 2D concept art, applying PBR materials and hand-painted textures for photorealistic and stylized results.
- Optimized assets for real-time and VR workflows while maintaining textural fidelity for cinematic environments.

Released Title(s) Happy Mushroom: Black Adam (2022), Star Wars: Obi-Wan Kenobi (2022), Ant-Man and the Wasp: Quantumania (2023); Released Title(s) Narwhal: The Mandalorian S3 (2023), Ahsoka (2024), Skeleton Crew (2024)

## CONTACT

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## SKILLS

**Real-Time & Film Pipelines:** Unreal Engine 5 • Sequencer • PBR Materials • LOD/HLOD • Modular Kits • Set Dressing • Optimization • Photogrammetry Cleanup • Real-Time Lighting

**Software:** 3ds Max • Maya • Blender • ZBrush • Substance Painter/Designer • Photoshop • Reality Capture

**Pipeline & Tools:** ShotGrid familiarity • Perforce • Jira • Sourcetree • Unreal Blueprints

**Creative:** Worldbuilding • Composition • Shape Language • Color Theory • Visual Storytelling

## EDUCATION

**Vertex School** – Game Artist Program (2024–2025); Sculpting Miniatures (2020); Lighting for Games (2020)

**New Jersey Institute of Technology** – B.A. Digital Design (2009–2013)

## **GAME, VR & INTERACTIVE EXPERIENCE**

### **Environment Artist – Para Futura LLC (Remote) | Oct 2023 – Sept 2024**

- Built UE5 environments and FX for concept visualization and interactive demos.
- Contributed to real-time scenes used for pitching, previs, and early narrative exploration.

### **3D Artist – Enduvo (Remote, Contract) | Nov 2022 – Feb 2023**

- Delivered VR-ready props and optimized assets under tight deadlines.
- Streamlined asset workflow to accelerate production.

### **Senior Environment Artist – WisEngineering LLC (NJ) | June 2014 – Oct 2020**

- Built modular mechanical systems and interactive vehicles for VR simulations.
- Collaborated with engineers to meet strict performance and accuracy requirements.
- Held an active U.S. Security Clearance.

### **Level Designer – SWDTech Games (Remote, Contract) | June 2013 – Present**

- Designed and scripted over 1000 narrative-driven, cinematic event sequences.
- Managed asset libraries and optimized in-game storytelling systems.
- Represented the studio at industry conventions and press events.  
Released Title(s): Pixel Noir (2024)

## **TEACHING EXPERIENCE**

### **Adjunct Professor – 3D Modeling & Environment Design – Fairleigh Dickinson University | Jan 2024 – Present**

- Instruct undergraduate students on industry-standard workflows.
- Developed curriculum focusing on hands-on learning and portfolio development.
- Mentored students, providing individualized feedback to strengthen career readiness.