

Chapin Reil

Technical Artist | Photogrammetry & 3D Scanning

Hillsborough, NC
Portfolio: chapinreil.com

Open to relocation
LinkedIn: linkedin.com/in/chapinreil

Profile

I am a Technical and Photogrammetry 3D artist with over two years of industry experience, working on assets for AAA games and VFX. I have worked on the management and development of art pipelines and delivered hundreds of tileable materials and 3D objects to clients. I have experience 3D scanning with cross-polarized photogrammetry rigs and structured light scanners (Artec Leo & Artec Space Spider).

Relevant Skills & Software

Software: Maya, Zbrush, Substance Painter, Photoshop, Reality Capture, Perforce, Jira, Airtable, Unreal Engine 5, Unity, Rizom UV, Houdini, MotionBuilder, Artec Studio, Blender

Skills: Photogrammetry, Structured Light Scanning, Retopology, Asset Implementation, Quality Assurance, UV Mapping, Modularity, Documentation, 3D Modeling, Texturing

Languages: C#, Python

Professional Experience

Photogrammetry Artist (Full-time Contract)

05/2024 - 11/2024

Matterfield

Hillsborough, NC

In this six month contract role, I worked on a team of three to support an unannounced AAA video game title. Our team was asked by the AAA client to process photogrammetry scans into game-ready assets that followed their tech specifications for Unreal Engine 5 (UE5).

- Constructed over 50 game-ready environment assets and materials for Unreal Engine 5 (UE5) Nanite from photogrammetry scans.
- Created UVs with RizomUV for assets with optimized cuts and coverage for high quality textures.
- Produced texture sets that included an authored roughness map.
- Used Perforce for asset management and version control, and Jira to track tasks.
- Added Zscripts for the team to decrease time for repeated tasks in Zbrush.

Junior Technical Artist

04/2022 - 05/2023

Matterfield

Raleigh, NC

In this role I worked on the entirety of the 3D scanning pipeline, from scanning to delivering final assets. I worked on game-ready assets and tileable materials created from scan data. I also led development on the structured light scanning pipeline for the company.

- Laid off due to macroeconomic conditions; not performance related.
- Worked in Zbrush to deliver game-ready objects with high & low quad topology from photogrammetry scan data.
- Conducted quality assurance on assets to ensure deliverables were free of errors: reconstructed scan data, UVs, texture maps.

- Managed art asset pipelines to keep tasks progressing and troubleshooted errors to identify and execute fixes.
- Delivered over 100 tileable materials created from photogrammetry scans under tight production deadlines for the company's clients.
- Scanned objects and materials with cross-polarized photogrammetry and structured light scanning methods.
- Researched and developed best practices for utilizing Artec structured light scanners in art pipelines that increased the scope of objects the company could scan by 40%.

Gameplay and Tools Programmer (Intern)

09/2021 - 12/2021

Wake Technical Community College

Raleigh, NC

I was a programmer intern, for a work-based learning project, that worked on a team of four other students to create a WebGL based plating simulation in Unity for culinary students. The simulation allowed students to practice plating and receive feedback to help study for exams.

- Programmed simulation game systems in Unity C#.
- Created in-engine tools for art asset implementation with the game's systems for the art pipeline.
- Developed documentation for the development team on how custom tools worked.
- Collaborated with the team on game design ideas by prototyping systems that could be tested before full implementation.

Education

Bachelor of Science, Business Management

Expected End Date 09/2026

Western Governors University (Remote Learning)

Simulation and Game Development Art & Modeling (AAS)

07/2022

Wake Technical Community College - Raleigh, NC

Certificates: Tech Art, Quality Assurance, Modeling & Animation, Business

Associate of Arts

05/2020

Wake Technical Community College - Raleigh, NC