Conor Behrens

Technical Artist

Apparel visualization specialist building scalable systems through procedural design, pipeline automation, and production-focused 3D workflows.

Software

- Blender
- Marvelous Designer / CLO
- Houdini
- Unity
- Unreal
- Substance Painter
- Substance Designer
- Autodesk Maya
- Git / Github
- Adobe Creative Suite

Skills

- Pipeline Architecture
- Blender Python Tooling
- Procedural Design
- Apparel Visualization
- Garment Simulation
- Scalable 3D Production
- Real-Time Optimization
- Source Control
- Technical Leadership
- Cross-Team Collaboration

conorbehrens.com
artstation.com/cd_burns
cdbehrens96@gmail.com
914 · 255 · 5583

Experience

IWD Retail Software (2023-ongoing)
Technical Artist

- Developing and maintaining Blender pipeline tools and plugins in Python to automate and scale 3D content production workflows, improving efficiency and reducing production costs.
- Creating procedural and production-ready 3D assets for apparel, footwear, and product visualization using Blender and Substance Painter.
- Designing flexible material and texture systems to support rapid color, pattern, and variant generation.
- Managing and supervising a team of 3D designers, translating client requirements into technical solutions, and coordinating resources to meet quality and timeline goals.

Peloton Lanebreak (2022-2023)
Technical Artist

- Produced, implemented, and optimized 3D assets to support real-time gameplay and interactive prototyping.
- Designed and implemented animated shaders using Unity Shader Graph to drive interactive visual behavior and game mechanics.
- Prepared Unity builds and managed sideloading workflows for deploying updates to tablet devices.
- Profiled and optimized art assets to meet tablet hardware constraints and ensure stable runtime performance during gameplay.
- Maintained source control repositories to support clean workflows, efficient collaboration, and reliable feature integration.

CareerMD (2019-2021)
Web Designer

- Designed and developed interactive website landing pages for medical and healthcare recruitment clients.
- Managed frontend web design projects, coordinating timelines and production of marketing and promotional materials.

iD Tech - NYU (2017-2018)
Instructor

- Taught 3D modeling and 3D printing fundamentals to high school students using Autodesk Maya.
- Instructed game design courses covering Unity and Unreal Engine development, including introductory C# programming.

Education

Parsons School of Design (Graduated May 2019)
- BFA in Design & Technology
- Game Design Concentration