

STEVE MOHESKY

3D VISUALIZATION ARTIST

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SUMMARY

Results-driven 3D Visualization Artist with over 20 years of experience in video games, themed entertainment, and architectural visualization. Expert in cinematic animation, immersive content creation, and real-time rendering using 3DS Max, V-Ray, Unreal Engine, and other advanced software. Proven leader with a record of team development, pipeline optimization, and delivering high-impact visual content for major brands and destinations.

CORE SKILLS

Team Leadership | 3D Visualization | 3D Design | Modeling | Lighting | Texturing | Rendering | Real-Time Rendering | Animation | Visual Scripting | Simulation & VFX | Pipeline Development | Motion Graphics | Graphic Design | 3D Printing

SOFTWARE & TOOLS

- **3D Modeling:** 3D Studio Max, Maya, Blender, Sketch Up, Rhino, Z-Brush, MudBox
- **Render Engines:** V-Ray, V-Ray Vantage, Corona, KeyShot, Unreal Engine, Twinmotion, Enscape, Lumion
- **Real-time & Interactive Pipelines:** Unreal + Blueprint for PC build, Unity + Playmaker for Vuforia AR Mobile build
- **Video & Motion Graphics:** Adobe AfterEffects, Adobe Premiere Pro, Adobe Audition
- **Simulation & VFX:** Phoenix Fluid Dynamics, MassMotion Pedestrian Dynamics
- **BIM:** Revit, AutoCAD, Navisworks, InfraWorks, Interoperability Tools (Rhino Inside + SimLab Soft)
- **Additional Software & Tools:** iToo Soft (ForestPro + RailClone), Adobe Photoshop, Microsoft Office Suite
- **Generative AI:** Midjourney, Stable Diffusion, ComfyUI, RunwayML, Google Veo

EXPERIENCE

PGAV Destinations – St. Louis, MO & Orlando, FL

August 2014 – May 2025

SENIOR 3D VISUALIZATION ARTIST / TEAM LEAD / R&D

- **Drove innovation in 3D visualization** by mentoring staff, standardizing workflows, and integrating cutting-edge tools like Unreal Engine, V-Ray Vantage, and MassMotion, cultivating a culture of creative excellence, continuous learning, and cross-disciplinary alignment.
- **Created over 30 cinematic 3D flythroughs and immersive interactives** that helped stakeholders visualize large-scale environments, align creative direction, and maintain momentum on high-profile projects under tight deadlines helping to raise millions of dollars in donations for zoos, aquariums & cultural institutions.
- **Collaborated with architects, designers, and planners** to shape storytelling, project planning, and budgets across landmark destinations such as the Georgia Aquarium and SeaWorld Abu Dhabi, serving as a strategic voice for 3D visualization in project development.
- **Spearheaded the development of The HIVE and HIVE Hub**, co-designed the three-screen Highly Immersive Visualization Environments in St. Louis & Orlando, designing the UI/UX and motion graphics in Unreal Engine to create a visually compelling platform that enhanced collaboration on model reviews, digital twins, and multimedia presentations.
- **Mentored junior designers and architects while standardizing a tiered production pipeline** that aligned tools with individual strengths, accelerating team development, and boosting productivity across a wide range of themed entertainment projects.
- **Presented *StoryLiving* at AEC TechCon as a keynote presenter**, highlighting storytelling and 3D innovation in the St. Louis Aquarium design.

Moh.Visuals, Inc. – Ballwin, MO

December 2005 – August 2014

OWNER / CREATIVE DIRECTOR & 3D VISUALIZATION

- **Led an award-winning design studio** that provided photorealistic 3D visualization, animation, experiential and AR/VR design.

PopTop Software, Inc. – Fenton, MO

August 1999 – December 2005

SENIOR 3D ARTIST / LEAD ANIMATOR

- **Designed 3D environments and characters** for award-winning games; led cinematic team through animation & post.

EDUCATION

Kansas City Art Institute – Kansas City, MO

BFA DESIGN, FORM, IMAGE & TEXT