

3D Artist

Tara

I model 3D environments and assets. I'm skilled in lighting, texturing and UV layouts.

Technical Skills

- 3D Modeling
- 3D Texturing
- Layouts
- Concept Art
- Video Editing
- Storyboarding

Software Skills

- Autodesk Maya
- Adobe Photoshop
- Pixologic ZBrush
- Substance Painter
- Marmoset Toolbag
- Unreal Engine

Experience

Phimai Temple San Francisco, CA

Art Institute of California

- Collaborated with a group to model a Thai temple
- Worked on the main dome
- Added texture and lighting

Asian Palace San Francisco, CA

Academy of Art University

- Modeled an Asian palace in Maya as a final project
- Added texture and lighting

SteamBot San Francisco, CA

Academy of Art University

- Modeled a robot in Maya from a concept art piece
- Added texture and lighting

Education

2020 Academy of Art University San Francisco, CA

School of Animation & Visual Effects

- Bachelor of Fine Arts, emphasis in 3D Modeling

Website

<https://www.artstation.com/thayes85>

<https://www.linkedin.com/jobs/view/1720550729/>