

# Chaz Trammell

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Portfolio: [chaztrammell.artstation.com](http://chaztrammell.artstation.com)

## SUMMARY

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From game environment art to character modeling I have in-depth knowledge both in the creative and technical aspects of 3D modeling, PBR texture creation, and rendering. My challenge-driven attitude and outgoing personality make me a great candidate for any of your future projects.

## SOFTWARE KNOWLEDGE

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ZBRUSH

QUIXEL

MARVELOUS DESIGNER

MAYA

SUBSTANCE DESIGNER

HOUDINI

SUBSTANCE PAINTER

MARMOSET TOOLBAG

UNREAL ENGINE

## EXPERIENCE

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### PRODUCT DEVELOPMENT SPECIALIST

DISPLAYIT HOLDINGS | BUFORD, GA | SEPT 2014 - SEPT 2019

Produce 3D product visualizations, product animations, instructional product demos, and custom project proposals using 3ds Max and Maya.

UV map, and texture digital products based on vendor vector schematics for strategic marketing campaigns and new product releases using Substance Painter, Adobe Illustrator, and Photoshop.

Troubleshoot rendering errors in Autodesk 3ds Max and AutoCAD and perform file conversion and scripting duties as required for vendor and client needs.

## EDUCATION

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ACADEMY OF ART UNIVERSITY | SAN FRANCISCO, CA

EXPECTED 2020

MASTER OF ART - ANIMATION & VISUAL EFFECTS

FULL SAIL UNIVERSITY | WINTER PARK, FL

2015

MASTER OF SCIENCE - ENTERTAINMENT BUSINESS MANAGEMENT