

# Information

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## Skills & Qualifications:

### Modeling

- Hard Surface
- Complex Shapes
- High Poly & Low Poly Modeling
- Organic Modeling
- UV Layout

### Texturing

- PBR Pipeline
- Lighting Setup
- Substance Creation

### Rendering

- Mental Ray
- Unreal 4 Lightmaps
- Zbrush Rendering
- Substance Painter Rendering
- KeyShot Rendering

## Experience:

### SSE

March 2017 - Current

- 3D Artist for a wide variety of products
- Optimized dense CAD data
- Mental Ray, & V-Ray Rendering, & Lighting
- Substance Painter used to create unique textures for specific components.

### Brackeys

November 2016 - March 2017

- Designed Modular Packs for use in Unity Engine.
- Maya, Substance Painter, Substance Designer, Unity.

### Breaking Bread Studios

April 2016 - October 2016

- Designed character models to be 3D printed.
- Zbrush

### Razor Edge Games

September 2015 - March 2016

- Developed textures for created models
- Maya, Substance Painter, Substance Designer, & Bitmap 2 Material.

## Education:

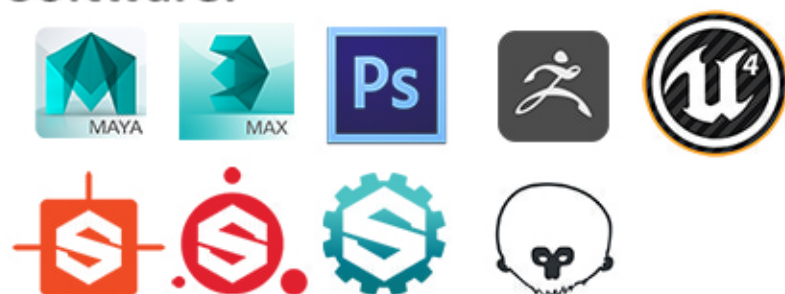
- Bachelor of Science Degree in Game Art.



## Awards:

- Creative Minds Scholarship
- Advanced Achievement Award

## Software:



- UDK, Mudbox texture painting, Google Sketch up to create basic architectural models, Adobe Illustrator, Adobe After Effects, Keyshot