

3D Generalist and Lighting Artist

Experience

3D Artist

August 2020 - Mar 2024

Restoration Hardware

Responsible for the modeling, look development, and lighting of luxury furniture assets for web, catalog, and marketing images.

Created thousands of concept images to guide furniture curation and manufacturing.

Trained other artists in various software and rendering techniques.

Handled, managed and audited large CAD datasets.

Worked cross-functionally with different departments to build and advise development of the 3D pipeline.

Stepped in to lead/manage projects when necessary and provided feedback for external vendors.

3D Visual Artist

September 2018 - Feb 2020

Wayfair, Inc.

Lit, rendered, and performed material work on over 500 photorealistic 3D product shots.

Worked on brand launches, maintained brand standards and was adaptive to changes in lighting standards.

Worked with global partners to troubleshoot any existing pipeline issues.

3D & Motion Graphics Artist

May 2015 - May 2018

Rochester Institute of Technology

Responsible for 3D asset and environment creation, lighting, shading, rendering, and animation for broadcast, social media, and other digital content.

Developed pipeline and workflow strategies.

Operated live graphics for events and created 2D and 3D design templates for a Ross Expression machine.

Education

Rochester Institute of Technology

Aug 2014 - May 2018

BFA in Film & Animation

The Gnomon Workshop

Nov 2020 - Jan 2021

Coursework:

Introduction to Lighting for Animation with Alexander Corll

Efficient Cinematic Lighting with Jeremy Vickery

Lighting the CG Portrait with Christopher Barischoff

Software Knowledge

Autodesk Maya

Substance Painter

Redshift

Autodesk 3ds Max

Eevee

Z-Brush

Maxon Cinema 4D

Chaos Group's V-Ray

Adobe After Effects

Blender

Arnold Renderer

Adobe Photoshop

The Foundry's Nuke

Cycles Render

Adobe Premiere Pro

Skills

3D Lighting, Shading & Rendering

Project Management

Live Graphics Operation

3D Texture Creation

Mac & PC Proficiency

Database Usage & Organization

3D Modeling & Sculpting

Film & Digital Photography

CAD Conversion

Compositing

Real-Time Rendering

Basic Drawing and Design Skills