

STEVEN D'ANNUNZIO
3D ARTIST

CONTACT INFO

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<http://www.Steven3D.com>

Highlights:

- Proven capability in Modeling both for Game Engines and High-Quality CG for Product Visualization
- Demonstrated ability to work efficiently and meet timing deadlines
- Collaborated with a team of artists to create 3D assets

EXPERIENCE

New Balance Athletics, Inc.- Lawrence, MA/ Brighton, MA

6/2017 – 6/2018

3D Production Artist Intern

- Created high quality 3D renders based on concepts made by the New Balance design team.
- Utilized Colorway to create tech packs with the models created in Modo
- Created 3D renders and animations to be used both in internal and external advertising



The Footsoldiers Design Consultancy – London, UK

7/2018- Current

Freelance 3D Artist

- Created high-quality render of PF Flyer Shoes in Modo for use in Colorway
- Touched up a factory model in Modo and rendered for Colorway
- Created a series of models on designs being pitched to UGG footwear



Fresco Design– Framingham, MA

Freelance 3D Artist

8/2018

- Cleaned up and UV unwrapped a CAD Model of an Interior of a Car for use in a VR Presentation

EDUCATION

The Digital Animation & Visual Effects (DAVE) School - Orlando, FL

9/2014 - 12/2015

General 3D Artist– “Proxy War” (2015)

- Responsible for Modeling, Texturing, Lighting and Implementation of assets
- Team reviews, project planning and issue identification/resolution



3D Modeling and Sculpting - Hard surface and organic modeling, digital sculpturing

Animation Fundamentals - Principles of animation, rigging, body mechanics, facial movements

Game Asset Production - Texturing and materials (including creation of destructible objects)

Schoolcraft College - Livonia, Michigan

9/2012 - 5/2014

- CGT Classes for Photoshop, Illustrator, HTML, and 3DS Max



COMPUTER SKILLS: PROGRAMS, SOFTWARE, ENGINES

- MODO
- UNREAL ENGINE
- PHOTOSHOP
- MAYA
- UNITY
- ZBRUSH
- 3DSMAX
- COLORWAY