

# STEVEN D'ANNUNZIO

## 3D ARTIST

### CONTACT INFO

734-748-8405

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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

**Wayfair Labs** - Boston, MA

10/2018 – Current

**3D Visual Artist**



- Fixed and critiqued 3D assets created by 3<sup>rd</sup> party suppliers to bring them up to Wayfair's standards.
- Created high-quality lighting scenes for Wayfair's online storefront using 3DS Max and V-Ray.

**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- 9/2018

**Freelance 3D Artist**



- Created high-quality renders of PF Flyer Shoes in Modo for use in Colorway.
- Created a series of models on designs being pitched to UGG footwear.

**Fresco Design**– Framingham, MA

8/2018- 8/2018

**Freelance 3D Artist**



- Cleaned up 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.



### SOFTWARE EXPERIENCE:

- Modo
- Autodesk 3DSMax
- Autodesk Maya
- Unreal Engine
- Unity Engine
- V-Ray
- Adobe Photoshop
- Zbrush
- Colorway