

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

Wayfair - Boston, MA

3D Visual Artist

- Fixed and critiqued 3D assets created by 3rd 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.
- Took part in R&D of new 3D techniques to improve Wayfair's 3D pipeline

10/2018 – Current



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

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.

6/2017 – 6/2018



The Footsoldiers Design Consultancy – London, UK

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.

7/2018- 9/2018



Fresco Design– Framingham, MA

Freelance 3D Artist

- Cleaned up a CAD Model of an Interior of a Car for use in a VR Presentation.

8/2018- 8/2018



EDUCATION

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

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).

9/2014 - 12/2015



Schoolcraft College - Livonia, Michigan

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

9/2012 - 5/2014



SOFTWARE EXPERIENCE:

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