

# scott heron

3D generalist, designer, animator, marketer

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(905) 392-8427

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toronto, ON

## experience

### Allied Technical Sales, 3D Generalist

September 2016 – July 2017

- Creation of marketing material for industry leading manufacturers including 3D animation, print, video, audio and photo production
- Developed skills in marketing, learning about social media, video marketing, internal corporate culture, SEO optimization, and publishing content to web platforms such as Youtube, Twitter, and LinkedIn

### EB Games, Senior Game Advisor

July 2016 – October 2016

- Trained skills in sales and presentation aiding first time buyers, and experienced veterans find the best gaming experience for their individual needs

### Albedo Informatics, 3D Artist

October 2015 – June 2016

- Experienced working remotely, developing skills in time management, organization, and supporting other artists in order to bring a simple and creative visual style to Augmented Reality

### Ganz, Contract Technical Artist

July 2015 – October 2015

- Optimized finalized assets for conversion to HTML 5, to bring a better Webkinz experience to mobile users
- Learned to quickly adapt to a library of new tools, and nearly a decades worth of content in order to quickly and effectively complete tasks

### The Keg, Busperson

August 2011 – September 2012

- Learned about excellence in customer service, working in a team on a tight schedule, and succeeding every night through diligence and attention to detail.

## portfolio

mechacosm.com

## overview

I am a 3D modeller, animator, and graphic designer. My broad and varied experiences across games, marketing, construction, crisis management, and sales have led me to approach my work critically and effectively.

## education

**3D Animation, Art, and Design**  
**Humber College**  
**September 2012 – May 2015**

developed a broad array of digital and visual skills, studying entertainment

## software

3ds max  
saya  
zbrush  
substance painter  
marmoset  
photoshop  
after effects  
flash  
git  
svn  
unity  
unreal engine 4  
jira  
microsoft office

\*references available upon request