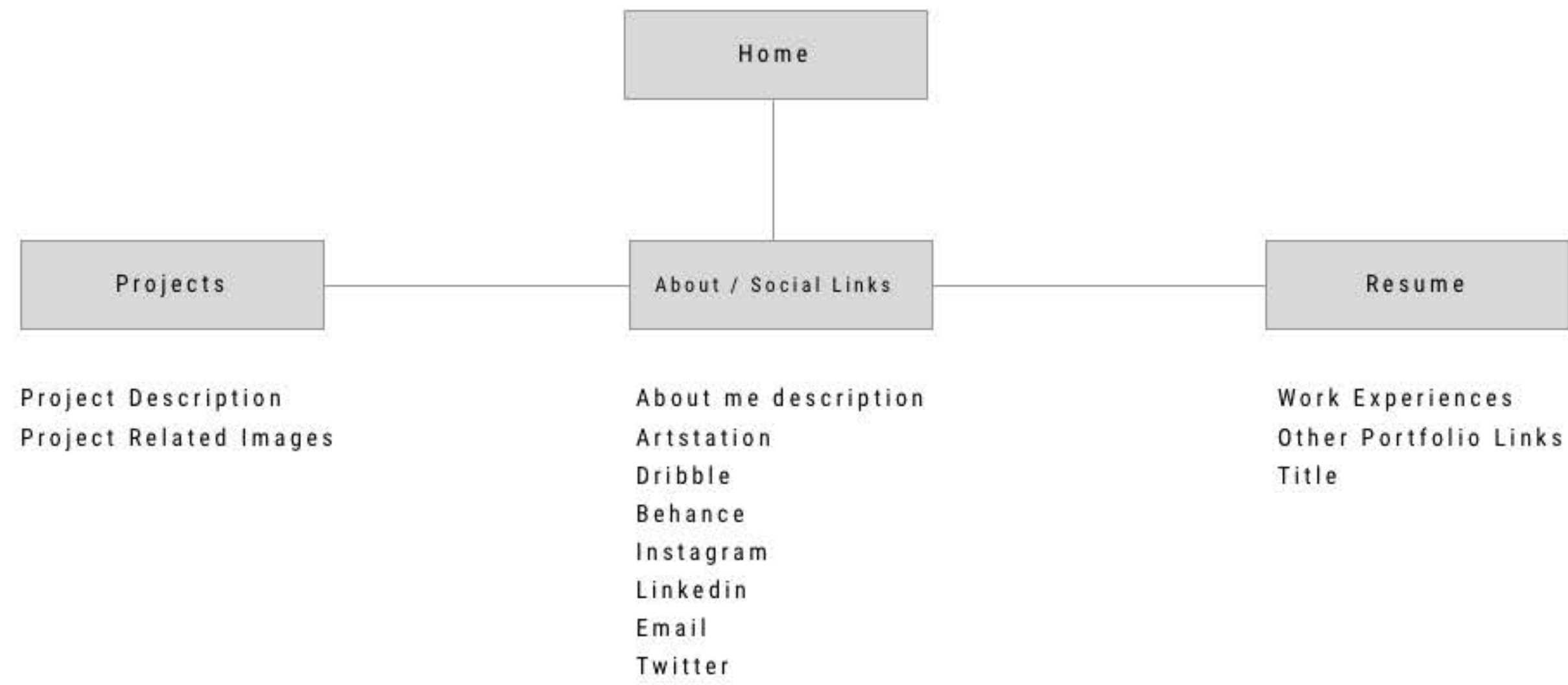


Goal

The goal of my portfolio is to house my work in an intuitive, user friendly space. Since the majority of my work is 3D work-such as game assets and product prototypes, I want to keep it simple and use an artstation-style grid to showcase each project through a rather large thumbnail. I plan to use large, almost page width images to showcase my final shots within each project to really show off the detail and maximize the viewing experience. My home page will consist of the previously mentioned grid along with a small description of myself as well as links to my other social media / contact info / resume. Project pages will reflect the same layout as the homepage but with project specific images.



parker miltsch

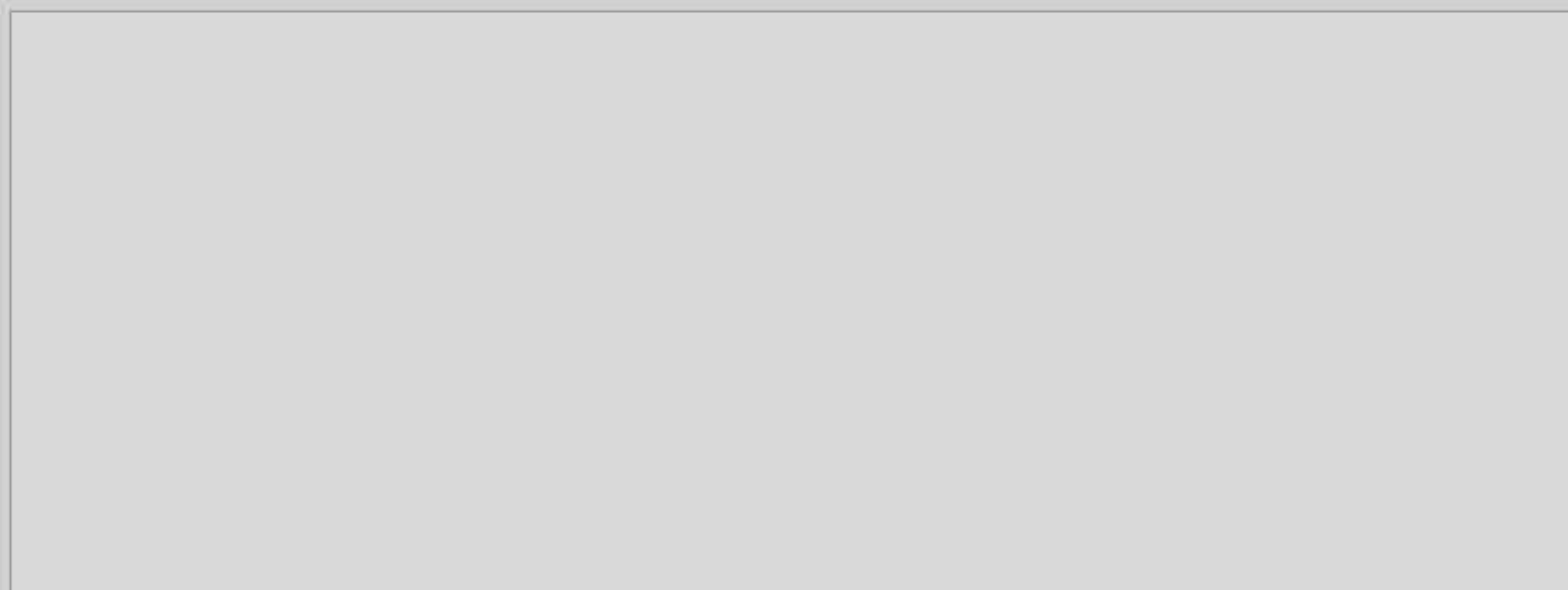
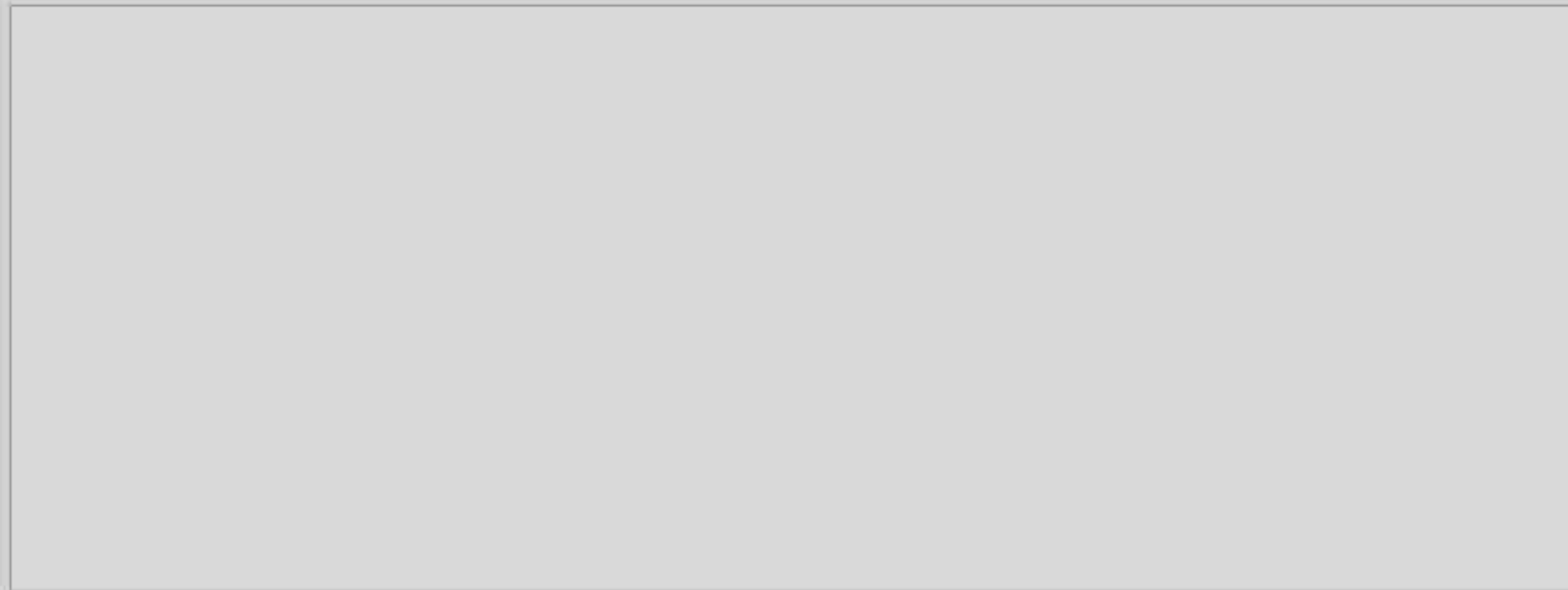
is a passionate designer from New York, completing a BFA in New Media Design from the Rochester Institute of Technology. He is currently a 3D & Motion Design Intern at Kodak, and is seeking a full time position in the 3D / Product Visualization field upon the completion of his degree in the spring of 2019.

Parker brings a broad set of skills and passions to his work, with projects ranging from industrial design, concept design, and motion design, to graphic design, UI/UX design, and web design. He devotes the majority of his time to broadening his horizons in the design industry, learning new tools, mastering old ones, and exploring disciplines outside his comfort zone.

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Instagram: instagram.com/TooSc4ry
Linkedin: linkedin.com/in/parkermiltsch
Twitter: twitter.com/toosc4ry

Learn Squared Industrial Design Foundations - Concept Headphones

An exercise to practice hard surface modeling in Fusion 360, rendering in Keyshot, and applying industrial design thinking to the product visualization process. These are my final shots from the project that went along with Tim Zarki's Learn Squared class.



Parker Miltsch
Aspiring Prop / Environment Designer
Rochester, NY, USA

Parkermiltsch@gmail.com
artstation.com/parkermiltsch

Kodak
3D / Motion Design Intern

3D Modeling, Texturing, Lighting, Rendering, Animation

June 2018 - Rochester, New York, United States

Rochester Institute Of Technology
Web Designer

Worked with a team consisting of other designers/developers to provide web and media solutions for campus faculty.

May 2017 - May 2018 New York, United States

DealerTeamwork LLC
Designer

Created and executed proactive client UI/UX audits designed to improve desktop and mobile website performance, client relationships, and account retention.

Created and published custom pages for client websites to improve conversions, usability, and search visibility.

Identified key usability factors which, when fixed, significantly improved client website performance.

May 2016 - September 2016 Minneapolis, Minnesota, United States

Command Z Consulting Inc.
Account Manager & Media Designer

Provided graphic design solutions for clients, including logo, email campaign and postcard design to solve their specific marketing needs.

May 2015 - September 2015 Rochester, New York, United States