

AMOS DUDLEY

3D Designer

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Objective

I'm a 3D artist with a design background, looking for an entry level position or internship at a company doing 3D design, modeling, or environment art.

Skills

3D modeling and texturing
Scene lighting / architecture
Physical computing / robotics

Realtime rendering
Rapid prototyping
Digital sculpture

RT Arch. visualization
3D printing
Hand drawing

Software

Autodesk Maya
Cryengine 3
Zbrush

Adobe Creative Suite
Autodesk AutoCAD (2d)
Git and SVN

Unreal Engine 4
Substance Painter
HTML + CSS

V-Ray
Rhino
Blender

Experience

SEPTEMBER 2015 -
PRESENT

NSF Innovation Corps Project: Turning Physical into Digital: Drone Based Survey with Photogrammetry Based 3-D Model Generation and Re-Materialization

A project funded by the National Science Foundation's Innovation Corps, based on exploring the commercial viability of drone photogrammetry for architectural surveying. Responsibilities included creating a seamless toolchain, gathering client data through interviews, and field work using our team's technology.

NOVEMBER 2011 -
NOVEMBER 2013

Freelance 3D Design: Ralph Appelbaum Associates, New York

Modeled, rendered and helped finalize renderings for a LEGO brand experience design competition. Developed project from concept sketch to complete rendered imagery.

Interior and exterior modeling and texturing of the 1936 memorial building from original architectural drawings of the Saint Louis Soldier's Memorial Museum.

Worked with the United States Army Aviation Museum + 1220 Design Detailed. 3d modeling and texturing of prototype military helicopters for exhibit visualization. Rapid prototyping of helicopter models for presentation model, involving consultation and preparation..

JUNE 2011 -
SEPTEMBER 2013

Design Intern: Lippincott, New York

3D retail environment visualization for Nissan, Infinity, and Comcast. 2D/3D signage / logo visualization for ITT, MFS, Mastercard, and others. 2D / 3D Visualization of new branding for United Airlines in multiple airports. Conceptual design for Samsung retail displays. Office interior renovation renderings.

MAY 2011 -
SEPTEMBER 2011

3D Render Artist: Ralph Appelbaum Associates, New York

Rendering and visualization of museum exhibits in Maya, Vectorworks and Sketchup. Renderings of exhibit concepts for: Canadian Museum for Human Rights, St. Louis Arch visitor's center, NBC Corporate learning exhibition, Samsung History Museum, Lyndon B. Johnson Presidential Library. Physical model building with 3D printed components..

Education

New Jersey Institute of Technology

Bachelor of Arts Degree in Digital Design, expected graduation May 2016

Digital Designer of Distinction Award 2014

SIGGRAPH 2015 Student Volunteer, NJIT ACM SIGGRAPH member

University of Cincinnati

Bachelor of Science program in Architecture (NC), transferred to NJIT in 2013.

dFORM member, a student organization that explores digital design and fabrication.