

Contact

www.linkedin.com/in/noah-gunther-3128bb185 (LinkedIn)
noahgunther.com (Personal)

Top Skills

Three.js
C#
Photon Unity Networking (PUN)

Noah Gunther

Technical Artist working on AR and VR experiences.
New York, New York, United States

Summary

Technical Artist and Creative Coder working on AR/VR experiences and more.

Experience

Meta

Technical Artist, VR
March 2023 - Present (2 months)

Working on VR experiences

Meta

1 year 6 months

Lead Technical Artist

May 2022 - November 2022 (7 months)

Working on mobile AR experiences with networking, developing game logic, multiplayer synchronization, custom shaders in GLSL, custom tools with Javascript (and documentation for them). Collaborating closely with other TAs and software engineers working on mobile platforms as well as desktop tools. Also working closely with Art Directors and 3rd party partners.

Technical Artist

June 2021 - May 2022 (1 year)

Working on AR experiences developing custom Shaders in GLSL, custom tools with Javascript (and documentation for them), scripting networking between effects and real-time group synchronization. Collaborating closely with software engineers working on mobile platforms as well as desktop tools. Also working closely with Art Directors and 3rd party partners.

Marks, part of SGS & Co

Visualization Designer

March 2020 - June 2021 (1 year 4 months)

Created visualizations for a variety of products using software such as Houdini FX, Maya, 3DS Max, Blender, and Zbrush. Developed custom shaders,

lighting, and a variety of tools for procedural animation and modeling using Python, and Houdini's VEX.

Self-employed

3D Technical Artist

April 2019 - March 2021 (2 years)

Greater New York City Area

Tool development, modeling, sculpting, retopologizing, texturing, rigging and animating in a variety of 3D software packages, and rendering imagery into final products. Using Adobe CS extensively to create videos, design media, and edit images.

Natural Synthetics

3D Designer

April 2018 - April 2019 (1 year 1 month)

Greater New York City Area

Created a wide variety of 2D and 3D animations for branding, loading states, rest states and UI for a mobile app. Created and modified skeletal rig and facial blendshapes for simulated humans. Modeled / sculpted, UV unwrapped and animated geometry for human body / head, eyes, tongue, jaw, hair, clothing, and miscellaneous environmental objects. Created textures for skin, eyes, clothing, mouth, makeup, wrinkles and chose colors for hair. Created geometry for hair (including head hair, eyebrows, and eyelashes).

Rashaad Newsome Studio

Studio Assistant

June 2017 - January 2018 (8 months)

Greater New York City Area

Created graphics in Adobe CS, edited footage and created animations in After Effects, created 3D mockups of various artworks and created / rendered 3D animations for video content.

Education

Lawrence University

Bachelor of Arts - BA, Digital Arts · (2013 - 2017)