JOHN TAGGART

CHARACTER DESIGNER / ENVIRONMENT & PROP ARTIST

in: www.linkedin.com/in/johnptaggart PORTFOLIO: johntaggart000.wixsite.com/taggart

EXPERIENCE

Krush Strategic Marketing & Advertising - Paid Internship

Edmond, Oklahoma - KRUSH | Fall 2022 |

- Working with existing KRUSH cilent, received initial cilent direction on a requested 3D rendering of one of their primary products.
- Received ongoing cilent feedback during the 3D asset design process resulting in a final cilent approved design. (The rendered 3D asset is now featured on the cilent's website)
- Provided 3D rendering services for additional KRUSH cilents throughout my internship.
- Responsible for creating the animation of a recently developed KRUSH corporate mascot/character.
- Assisted with set lighting on various outdoor photo/video sessions.

"Coo-Coo Cadet" - Collaborative Student Film

Texas A&M University - | Fall 2021 |

- Came up with and sketched the early concept for the main character.
- Drew storyboard to plan narrative flow of short.
- Modeled and surfaced nearly all of background props.
- Digitally painted artwork implemented in 3D assets.

"Cabin Fever" - Collaborative Student Film

Texas A&M University - | Spring 2021 |

- Devised the character concept for the primary modeler to utilize.
- After character design finalized, made the primary character sheet.
- Modeled several background props.
- UV Unwrapped some of the team's models.
- Composed and performed the end credits theme.
- Illustrated a few of the end credit slides.

ORGANIZATIONS

- Texas A&M Esports Graphic Design Team - Pixel Art Specialist

| 2020 - 2022 |

- Texas A&M Viz - A - GoGo Marketing Team

- Texas A&M Siggraph Chapter Member

| 2020 - 2021 |

EDUCATION

Texas A&M University at College Station

- Pursuing Bachelor of Science in Visualization (3D Animation)
- Estimated Graduation Date December 2023
- Minor Art and Architectural History (GPA 3.0)



CONTACT

Mightaggart000@gmail.com



SOFTWARE





UNITY





GOOGLE SUITE





ADOBE SUITE

SUB-PAINT





HOUDINI RENDERMAN

LANGUAGES

- Python
- Processing

SYSTEMS

Windows / Mac / Linux SKILLS

- 3D Animation
- Concept Ideation
- Digital Art
- Music Composition
- Surfacing