



# TAYLOR MILLER

3D ARTIST

## ABOUT ME

I am a 3D artist working in multidisciplinary workflows to bring CG images and videos to life. Aspiring to work in the AAA video game or film industries making cinematic visuals, I have had artistic training my entire life, but dedicated my last four years fully to learning the 3D creation pipeline.

I have training in technical drawings and plan reading/writing, architectural visualization, 3D modeling, texturing, lighting, rendering character design, technical prepping and animation. I also have utilized fundamental artistic principals throughout my life such as composition, perspective, scale, contrast, timing, attention to detail, etc.



### PHONE

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### EMAIL

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### WEBSITE

www.LabMonkeyCreative.com



### ARTSTATION PORTFOLIO

www.artstation.com/labmonkeycreative



### ADDRESS

## EDUCATION

### 2020-2023 3D MEDIA & ANIMATION

The Art Institute of Atlanta | Virginia Beach, VA

Current student of B.F.A. program in 3D Media and Animation, focusing on 3D modeling, texturing/shading, rigging, animation and rendering.

### 2005-2023 CAD AND 3D DRAFTING & DESIGN

Highland High School & Continued Self Learning

Trained in technical drawing and drafting, blueprint reading/writing, industrial design principals and software such as AutoCAD, 3DsMax, Rhino 3D, etc.

### 2009-2018 NUCLEAR ENGINEERING

U.S. Navy and Old Dominion University | Norfolk, VA

Studied nuclear physics, material sciences, heat transfer and more at NNPTC/NPTU, in the U.S. Navy and continued at ODU studying mechanical engineering.

## EXPERIENCE

### 2020-2023 FREELANCE 3D ARTIST

Lab Monkey Creative | Hampton, VA

Performed various custom 3D design services including interior visualization, product rendering, motion graphics, video editing, animation and rendering to custom order for clients and for personal educational experience.

### 2013-2018 LABORATORY TECHNICIAN

Huntington Ingalls, Inc. | Newport News, VA

Supported both nuclear and auxiliary shipboard, and supporting shipyard chemistry operations in Water Chemistry, Environmental and Organics laboratories.

### 2009-2013 NUCLEAR LABORATORY & RADIATION CONTROL TECHNICIAN

U.S. Navy | Norfolk, VA

Graduate of Naval Nuclear Power Training pipeline, as an ELT (Engineering Lab. Tech. Support shipboard chemistry and radiation safety operations as per U.S. naval procedures and training.

Served as Work Center Supervisor through 2012, leading team of 8 through audit and training cycle.

## SKILLS

### HOW WELL I COULD EXPLAIN PROCESS

3D MODEL WORKFLOW	<div style="width: 90%;"></div>	90%
TEXTURING/SHADING	<div style="width: 75%;"></div>	75%
PHYSICS SIMULATIONS	<div style="width: 60%;"></div>	60%
NODE-BASED WORKFLOW	<div style="width: 60%;"></div>	60%
RENDERING/POST/EDITING	<div style="width: 90%;"></div>	90%

- Collaboration
- creative problem-solving
- Strong sense of timing
- Organization
- Resourceful/ Self-reliant
- Communication

## HOBBIES



MUSIC



PHOTOGRAPHY



QUIET TIME



TRAVEL



WRITING