

I'm a 3D Generalist
and VFX Artist

Rob Taylor

3D Modeler and Animator looking to broaden experience with challenging opportunities in web, marketing, film production, character design & animation.



- **EMAIL**
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- **PORTFOLIO**
rob-taylor.net
- **LOCATION**
Portland, OR

SKILLS

3D-2D Animation | 3D Modeling | 3D Visualization | Augmented Reality | Motion Tracking
Storyboarding | Art Direction | Digital Retouching | Digital Compositing | VR Visualization

EXPERIENCE

- **3D ANIMATOR & GENERALIST (Contractor)**
Big Giant | 2020 - 2021
While contracting with Big Giant I've done modeling, animation, texturing and rendering for 3d animated music videos, marketing commercials, and 3D character visualizations.
- **SR 3D ARTIST**
Sticky Co. | 2017 - 2021
As the Senior 3D Artist at Sticky I was responsible for all the 3D modeling and visualization for an array of diverse projects. These ranged from 3D wayfinding for the Oregon State Capitol Building's Welcome Center, character modeling for Intel gaming marketing campaigns, to AR/VR presentations of conceptual environments for clients.
- **VFX SUPERVISOR**
Lombo Bardi Productions | 2014-current
I managed the VFX team and oversaw all the work for a sci-fi feature length film. Current work includes VFX and compositing for a film in production.

EDUCATION

- **BACHELOR OF FINE ARTS IN VISUAL EFFECTS & MOTION GRAPHICS (w/Honors)**
Art Institute of Portland | 2017
- **Portland State University | 2009**
- **Portland Community College | 2001**

APPLICATIONS

Cinema 4D	<div style="width: 100%;"></div>
Blender	<div style="width: 100%;"></div>
After Effects	<div style="width: 100%;"></div>
Nuke	<div style="width: 95%;"></div>
Photoshop	<div style="width: 90%;"></div>
Maya	<div style="width: 95%;"></div>
Slack / Asana	<div style="width: 100%;"></div>
Unity	<div style="width: 90%;"></div>
Silhouette	<div style="width: 80%;"></div>
Substance Painter	<div style="width: 95%;"></div>