

TAYLOR CROOK

3D ARTIST

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CAREER OBJECTIVE

I am seeking a position which will enable me to utilize and improve my skills in 3D modeling, animation, and game design. Samples of my work can be found in my portfolio website, as well as my Sketchfab page. I am an enthusiastic worker and hope to become a useful professional contributor to your company.

SKILLS

- 3D Modeling: Hard Surface & Character
- Graphic Design
- UV Unwrapping & Model Texturing
- 3D Animation & Character Rigging
- Coding

TOOLS

- Maya
- Substance Painter
- Photoshop & Illustrator
- HTML, CSS, JavaScript, C, C#, Python
- Unreal Engine & Unity Engine

EXPERIENCE

AMC Theatres | Movie Theatre Usher

December 2015 – August 2019

- Coordinated with others to accomplish tasks with efficiency and organization.
- Performed minor maintenance on facility and equipment.
- Cleaned theaters and bathrooms regularly, ensuring sanitary conditions.

Cold Chisel | Splatter | Character Artist & Animator

August – December 2018

- Created player character model, and multiple texture sets for the player character model.
- Rigged the character model and created the character animations, in total: 12.

Final Hour Studios | The Last Spark | Character & Prop Artist

May 2018 – June 2018

- Created player, enemy, and NPC character models and their corresponding textures.
- Created the lighthouse, final temple models and textures for placement into the third level.

Casual Knights | Neon City Panic | Character Artist

January 2018 - May 2018

- Created four character models, two male - two female. Each character had five texture sets to portray different emotions. Rigged and posed each character for text portraits.
- Created emissive background buildings to populate the scene.

UCF Marching Knights | Tenor Saxophone

August 2013 – August 2017

- Performed in the UCF Marching Band for four years from 2013 to 2017 each fall semester.

EDUCATION

University of Central Florida, Orlando, Florida

December 2018

B.A. in Digital Media: Game Design