

Samuel Hallerud

3D Modeler & Texture Artist

www.Sam3dArt.com

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319-450-4612

Experience

Nissan Motor Corporation - 3D Artist

August 2019 - Current

- Maintain numerous data assets for use in visualization, VR and animation.
- high quality CAD data optimization for visualization including scene management, poly conversion, UV implementation and shader application.

(USA Today)

GANNETT - Digital Artist

January 2018

- Create ads for clients' campaigns (Facebook, Cars.com, USA Today, etc.)
- Programmed scripts to enhance the pipeline.
- Developed Dynamic, Animated, Static

Duggal Visual Studios - 3D Artist

July 2017

- Model and UV TheNorthFace backpacks
- Match Photo Reference
- Proper naming conventions

New Balance - 3D Artist

January 2017

- Present new shoes using Adobe After Effects
- Assist in training designers to work in 3D
- Model, Texture and Render photo real shoes
- 2nd shoe placed on The Foundry's Gallery

Kirkwood - Graphic Designer

August 2013

- Worked with marketing directors to ensure deadlines were met
- Assisted graphic designers with updates to the Kirkwood website
- Created brochures, flyers, posters, and schedules for the student body

Bento Homes - 3D Artist

- Model and UV house
- Texture and setup materials
- Setup Lighting in Maya Vray for Rendering
- Composite scene using render passes

Splash - 3D Modeler

- Retopo shoe for use in production
- Make changes to shoe according to feedback
- Match reference to the exact position of scan

BudgetGutters - Web Development

- Ensure that code is up to par (HTML5 and CSS)
- Mobily optimized platform for smartphones
- Design Icons, Layout, Navigation bars
- Create intro page using Maya for animation

"The Thief Of Always" - 3D Modeler

- Modeled and UV'ed elephant mask
- Proper naming convention for pipeline

Education

The Digital Animation & Visual Effects School

Graduating class of 2016

Kirkwood Community College

A.A.S. Graphic Communication Technology 2013

Software Proficiencies



*Not limited to the following.