

Eli VanderBilt – 3D Artist

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I am an experienced 3D artist who thrives in energized, team-oriented environments that are highly communicative and continuously seek to build on their methods and techniques. I possess a passion for creative problem-solving, a strong work ethic, and an appreciation for the full production pipeline.

Technical Skills

- 3D Modeling
- Texturing
- Lighting
- Rigging
- Animation
- Python/MEL Scripting
- Asset Optimization
- LOD Production
- Workflow Documentation

Software Skills

- Maya
- 3D Studio Max
- Unity 5
- Unreal Engine
- ZBrush
- Mudbox
- Substance Painter
- Adobe Creative Suite
- SpeedTree
- World Machine
- Simplygon
- JIRA

Industry Experience

8ninths | Senior 3D Artist – Virtual/Augmented Reality Experiences

June 2017 – January 2018

- Designed and established the visual look and feel of multiple 3D virtual reality experiences. Responsibilities involved modeling, texturing, rigging, animation, scripting, and testing builds on the Microsoft HoloLens, Oculus Rift, and HP Mixed Reality Headsets.
- Improved efficiency by establishing a standardized 3D asset workflow and documentation on how to implement new content into Xcode, our primary iOS development tool.

Bungie | 3D Weapons Artist – Destiny 2

March 2017 – April 2017

- Modeled and textured weapon assets for *Destiny 2*, with close adherence to the fantasy-realism aesthetic of the franchise.
- Collaborated with multiple teams, including world and character artists, to maintain a fully consistent design and tone.

8ninths | 3D Artist – Virtual/Augmented Reality Experiences

August 2016 – January 2017

- Participated in the artistic development of VR/AR demo experiences on the Microsoft HoloLens and HTC Vive, as well as the modeling, texturing, rigging, and animation of 3D assets.
- All demos were subject to heavy iteration with the design strategy of VR in mind, creating a strong understanding of the best concepts and techniques for VR-space.

Microsoft | 3D Artist – Minecraft

May 2015 – August 2016

- Created characters, levels, texture packs, promotional art, and E3 demos, as part of the fast-paced *Minecraft* art team.

Google | Visual Data Specialist I & II – Google Maps

May 2013 – May 2015

- Modeled the interiors of 3D buildings in *Google Maps*, following comprehensive guidelines.
- Oversaw 3D model quality control for launches in over a dozen countries, including Hong Kong, Brazil, and Israel.
- Co-created a universal modeling policy for all public outdoor establishments (zoos, theme parks, etc.) in *Google Maps*.

Digital Double | 3D Artist

June – August 2010 / May – July 2011

- Modeled, textured, rigged, and animated 3D characters, props, and environments for mobile applications, including *Age of Empires Online* and *Shark Week: The iPad App*.
- Gained a holistic understanding of the full workflow, from initial concept to implementation, that maximizes quality and efficiency.

Education

FuturePoly Digital Arts Training Studio – Environment Modeling Course

2014 – 2015

Bachelor of Science, University of Idaho – Summa Cum Laude (4.0 GPA)

2008 – 2012

Virtual Technology and Design Program: 3D Modeling and Animation