

# Eli Vanderbilt – Technical Artist

vanderbilt.eli@gmail.com · (206) 313-3878

[www.elivanderbilt.com](http://www.elivanderbilt.com)

I am an experienced technical artist with a background in 3D design, 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 / Sculpting
- Node-Based Shaders / Texturing
- Lighting
- Rigging
- Animation
- C# / Python Programming
- Asset Optimization
- LOD Production
- Workflow Documentation

## Software Skills

- Maya / 3D Studio Max / Blender
- ZBrush / Mudbox
- Unity / Unreal Engine
- Houdini
- Substance Designer / Painter
- Adobe Creative Suite
- Unreal Material Editor / Shader Forge
- SpeedTree
- Simplygon

## Industry Experience

### Allen Institute for Artificial Intelligence | *Technical Artist – AI Environment Navigation* *June 2018 – Present*

- Currently responsible for the production and maintenance of the Allen Institute's 3D assets and environments, which are used in machine learning simulations.
- Established a full creation pipeline to implement new demo features, including physics, functional appliances, and procedural room generation, with an emphasis on flexibility for future changes.

### 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*.

## Education

*FuturePoly* Digital Arts Training Studio – Environment Modeling & Digital Art Courses *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