



TAYLOR READ

taylordavidread@gmail.com
linkedin.com/in/taylor-read
taylorread.com/
770-330-6984

SKILLS:

3D Modeling, 3D Rigging, 3D Animation, 3D UV Mapping, 3D Texturing, 3D Lighting, 3D Rendering, Quality Testing, Graphic Design, 2D Animation, Storyboarding, Illustration, Video Editing

SOFTWARE PROFICIENCY:

Maya, Unity, Photoshop, After Effects, Premier, Illustrator, Flash, InDesign, ZBrush, ToonBoom Harmony, 3DS Max

SUMMARY

Versatile digital artist with a strong educational background and experienced in professional game development. Comprehensive expertise in 3D animation and graphic design. Dynamic team player, adept at partnering directly with clients, vendors and internal leadership to create superior design solutions. High performer in tight, deadline driven environments. Seeking a dynamic and innovative atmosphere in an environment that demands dedication and creativity.

EDUCATION

SAVANNAH COLLEGE OF ART AND DESIGN, Atlanta, GA

Bachelor of Fine Arts, Animation

2014

Concentration: Digital Media, 3D Animation

- Creator: "The Consequatch" 3D Animated Short
- 3D Character Animator: "Lift" 3D Animated Short
- 3D Character Modeler: "Games" Video Game
- 3D Character Animator, Concept Artist: "Nor: A Cloud Story" 3D Animated Short (Atlantamation 2014)

PUBLISHED SOFTWARE

Interactive Biology Case Studies (Multiple titles on PC, Mac, iOS, Android, and HTML5 Web GL) 2015-2017

On the production team for eleven different 3D interactive applications. Each application includes a 1-hour immersive classroom lesson. These applications have been released and supported on multiple digital platforms.

- Developed by Cogent Education, the individual released title names are: Diffusion, Osmosis, Filtration, Nitrogen Cycle, Photosynthesis, Cellular Respiration, Evolution, Protein Synthesis, Enzymes, Meiosis, and Mitosis
- Personal Contributions and Production Roles: Storyboarding, 3D Modeling, 3D Rigging, 3D Animation, 3D Texturing, 3D Lighting, Video Editing, Graphic Design, UI Design, Quality Testing

EXPERIENCE

COGENT EDUCATION, Athens, GA

Educational game development studio with a focus on creating interactive learning experiences.

2015-Present

3D Animator/Digital Artist

Modeled, rigged, UV mapped, textured, and animated various 3D Assets for use in finished software releases.

- Selected as a permanent employee from a field of interns in recognition of exceptional performance.
- Designed 2D assets and layouts for user interfaces, while conforming to strict hardware limitations and tight release schedules.
- In recognition of superior interpersonal and presentation capabilities, chosen as a company representative to showcase product functionality at public events and client site visits.
- Performed comprehensive iterative testing and client-based bug fixes to improve the overall stability of software releases.
- Adapted to very diverse creative demands and duties in order to ensure the quality of the content produced.

EXPERIENCE (CONTINUED)

S.C.A. TRANSPORTATION FORENSICS, Alpharetta, GA

Consulting firm specializing in accident reconstruction and transportation forensics for U.S. clients.

2014 -2015

Animator

Created detailed reconstructions of automobile accident scenes using Autodesk 3DS Max.

- Identified and implemented innovative design techniques including rigging, animation and texturing.
- Collaborated with internal C-level leadership and field engineers to convert survey measurements and eyewitness accounts into accurate and realistic animations for use in high profile legal proceedings.

HYPEPOTAMUS, Atlanta, GA

Non-profit devoted to providing news, events and networking in the Atlanta startup community.

May 2013 – October 2013

Graphic Design Intern

Developed high volume design assets for regularly produced web content using Adobe Photoshop, Illustrator and InDesign.

- Administered the production of infographics, banners, icons, logos, and posters.
- Partnered directly with management to design brainstorming sessions, meet tight deadlines and exceed employer feedback.

AFFILIATIONS, PUBLICATIONS, AND AWARDS

Affiliations: FourAthens, Georgia Game Developers Association, SCAD Alumni Association

GameJams: Winner of "Best Implementation" for sprite character animation at Athens GameJam 2015; volunteer for Athens GameJam event 2016

Publications: Hypepotamus Blog Articles: "SCAD Grad Has Animated Ambitions" & "Blue Chippers: Taylor Read"

- <http://www.hypepotamus.com/people/scad-graduate-animated-ambitions/>
- <http://www.hypepotamus.com/people/blue-chippers-taylor-read-savannah-college-of-art-and-design-atlanta/>

Activities: Soccer, Snowboarding, Golf, Drum Kit