

Lauren Wright

3D Artist



Software

Maya
Keyshot
Substance Painter
Zbrush
Adobe Suite
Blender
Unreal
Unity
Marmoset
Clo 3D

Skills

Organization
Public Speaking
Problem Solving
Project Management
Adept & Capable Worker

Education 2019 – 2023

Bachelor of Fine Arts with Cum Laude 3D Character Animation

Savannah College of Art and Design

Courses of Study Included:

3D Animation, 3D Modeling, Rigging, Art histories, Foundations, Math,
Animation History, Film Study

Work Experience

Hasbro

3D Artist Freelance

sept 2024–current

3D Artist

sept 2023–sept 2024

3D Artist Internship

feb 2023–may 2023

I created digital paintmaster packages used by production vendors for companies including Hasbro, Star Wars, Marvel, Disney, and Lucasfilm. My work includes photoreal inkjet face artwork, finish guides, decals, logos, final Pantone colors, and the creation of digital soft goods using Zbrush, the Adobe Suite, Maya, Keyshot, and Clo3D. I also posed and rendered 3D models for promotion and advertising content.

Smashing Graphics Game Studios

may 2022–current

3D Animation and Artist Freelance

I created high-quality game animations for Genmo Unleashed as well as cinematic animation for Aardvark Barry and Knights and Knives. I textured various types of creatures and monsters using substance painter and hand placing hair and fur cards.

Unscroll'd

oct 2022–jan 2023

3D Animator

I curated gamplay and cinematic animations for a mobile game.

Awards

Academic Honors Scholarship: Savannah College of Art and Design

2019–2023

Scholarship based on commendable activities, accomplishments, and portfolio..

Achievement Honors Scholarship: Savannah College of Art and Design

2019–2023

Scholarship based on impressive academic standing.

SCADamp Certificate: Savannah College of Art and Design

2021

Completion of a series of workshops which elevated my ability as a creator to speak, present, and lead.

Contact Info
and Link to Website

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