TERRY MILLSPAW

SENIOR 3D ARTIST

Contact

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Garland, Tx 75044 📍

Skills

- 3Ds Max
- Revit
- Vray
- Adobe Photoshop
- Adobe Premier
- Adobe Substance Sampler
- Unreal Engine

- AutoCad
- Fusion 360
- PhoenixFD
- Adobe AfterEffects
- Adobe Substance Painter
- Unity
- Nuke

Experience

SENIOR 3D ARTIST   **May 2016 - Present**
SECTOR 5 DIGITAL — Fort Worth

- Created 3D models, scenes, and animations for photorealistic images and animations using 3ds Max, Vray, Adobe Creative Suite, Adobe Substance Suite, etc
- Created and optimized 3d assets and scenes for real-time applications in Unreal and Unity
- Created and optimized 3d assets for AR/VR applications
- Setup and rendered animations with Unreal's Sequencer and Render Movie Queue
- Stereoscopic rendering with Vray for experiences projected in 3d or presented through HTC Vive and similar headsets
- Created particle fluid simulations using PhoenixFD for liquid animations
- Composited Vray render output layers using AfterEffects
- Composited 3d rendered elements into live-action footage using AfterEffects
- Keying and Rotoscoping of footage shot against a green screen
- Developed file structure and organization of rendered assets throughout the production process
- Evaluated artwork from other artists and provided feedback throughout project timelines
- Built, managed and maintained 100+ node render farm and employee workstations.

FREELANCE 3D ARTIST   **Apr 2015 - May 2016**
SELF-EMPLOYED — Garland

- Created 3D models, textures, lighting and animation for projects using 3DS Max, Vray, Mental Ray, Adobe Creative Suite, and Adobe Substance Suite
- Produced high quality renders and animations for a variety of projects involving product displays

- Used AutoCad, Revit, and Sketchup assets and references to create 3d imagery and animations for Architectural Visualization projects
- Collaborated with clients to ensure that all deliverables met all expectations

3D ARTIST   **Apr 2006 - Apr 2015**
CORGAN — Dallas

- 3d modeling. texturing, lighting and animation of assets and scenes for photorealistic and stylized Architectural Visualization projects using 3ds Max and Vray
- Rendered Arch/Viz and Commercial Animation projects using Vray, Mental Ray, and Maxwell
- Composited animation sequences using Nuke and After Effects
- Collaborated with team members and Design Architects to ensure the accuracy of all 3D assets throughout the production pipeline
- Beta-tested Chaos Group's PhoenixFD
- Member of the Autodesk 3ds max beta group.

Education

ASSOCIATE IN ARTS (A.A.) IN COMPUTER ANIMATION
Jul 2003 | THE ART INTITUTE OF DALLAS — Dallas, TX

Portfolio

https://www.millspaw3d.com/