



Percy Calloway

3D Artist

Versatile 3D artist with 6 years of experience contributing environment, prop, and character assets to 7 feature films across VFX and animation departments. Accelerated asset delivery speed by 23.7% by building template scenes in Autodesk Maya with pre-configured shading networks, and skilled in Substance Painter, V-Ray, Blender, and ZBrush.

CONTACT INFORMATION

 (231) 555-0125

 percy.calloway@example.com

 Traverse City, MI 12345

EDUCATION

BS in Digital Animation and Game Design
Ferris State University, Big Rapids, MI
2016 - 2020

KEY SKILLS

- Autodesk Maya
- Blender
- ZBrush
- Substance Painter
- V-Ray
- UV Unwrapping and Layout
- Jira
- Hard-Surface Modeling
- Character Modeling
- Texture Baking
- nCloth Simulation

PROFESSIONAL EXPERIENCE

3D Artist I | 2023 - Present

Torch Lake Visual Works, Traverse City, MI

- Contributed to 5 feature films across VFX and animation departments, delivering environment and prop assets on schedule for theatrical releases with combined budgets over \$71.4M.
- Accelerated asset delivery speed by 23.7% by building template scenes in Autodesk Maya with pre-configured shading networks, cutting average asset turnaround from 3.8 days to 2.9 days.
- Scripted, planned, and created 14 animated narrative sequences under 2-week deadlines, coordinating background design, camera blocking, and lighting passes with the director.
- Reduced production time on hero character turntables from 9 hours to 6 hours 48 minutes by consolidating V-Ray shader graphs and automating render-layer setup.

3D Artist I | 2021 - 2023

Leelanau Dune Studios, Suttons Bay, MI

- Contributed environment assets to 2 feature films in post-production, modeling 47 set extensions in Maya that matched on-set reference photography within 0.4-inch tolerance.
- Improved asset delivery speed by 22.8% for a 16-week VFX schedule by batching UV layouts and texture exports in Substance Painter, saving 1.5 days per asset cycle.
- Participated in production coordination for 3 multimedia campaigns, tracking budgets totaling \$4,870 in material costs and delivering all milestones within 48 hours of target dates.
- Simulated cloth and hair behavior on 11 character models using Maya nCloth, validating motion against reference footage frame by frame before compositing handoff.

Junior 3D Artist I | 2020 - 2021

Crystal River Animation, Cadillac, MI

- Modeled and textured 63 production-ready props in Blender over 11 months, maintaining delivery pace of 6 assets per week during peak sprint weeks.
- Cut production time on background plate renders by 16.7% by reorganizing scene hierarchies and replacing duplicated geometry with instanced references.
- Used rigid-body simulations to preview destruction sequences for 8 animated shots, reducing director feedback rounds from 4 days to 2 days per shot.