

Tom Hunt

th705.artstation.com

Summary

- Experience with Blender, Autodesk 3ds Max & Maya to model, UV unwrap and apply materials to 3D assets
- Six (6) years of experience generating custom textures and materials using Photoshop, Substance Designer and V-Ray
- Nine (9) years of experience using software within the Adobe Creative Suite
- Experience using Unity and Unreal game engines to create interactive virtual environments with custom models, PBR materials and lighting

Skills

- 3D Modeling
- UV Unwrapping
- Custom Texture and Material Creation
- 3D Scene Lighting in V-Ray
- High Level Scripting

Software: 3DS Max, Maya, Blender, Substance Designer, Unity, Unreal Engine, Photoshop, Premiere Pro, After Effects, Audition, Final Cut Pro X, Agisoft PhotoScan, Marvelous Designer, Zbrush, Microsoft Office

Experience

Wayfair, Boston MA, March 2021 – March 2023

SENIOR 3D ARTIST – 3D ASSET SPECIALIST

- Constructed 3D product models using 3ds Max in accordance to item specifications for use in Wayfair website and catalog imagery
- Modified existing product models to conform to product specifications and quality standards
- Constructed custom PBR materials for models using a variety of tools, including Photoshop and Substance Designer
- QA review on new product models to ensure product accuracy
- Produced video tutorials using Premiere Pro and prepared training documents for 3D team usage
- Coordinated with stakeholders regarding project objectives and timelines
- Logged model changes and uploaded completed models to asset repository

Project Examples:

- Used 3ds Max and Marvelous Designer to construct an outdoor sofa model (Elswick Teak Patio Sofa) and used Photoshop and V-Ray to create customized materials
 - <https://www.artstation.com/artwork/vJnV86>
- Used 3ds Max to model and UV unwrap an outdoor table, Substance Designer and V-Ray to construct a custom concrete material
 - <https://www.artstation.com/artwork/xYWJx1>
- Utilized 3ds Max, Substance Designer and V-Ray to UV unwrap a distressed wooden table (Cici Coffee Table), create customized PBR materials, viewable on the Joss & Main website
 - <https://1drv.ms/i/s!ArfuMyq0HzJdkE8gKifZFpJgpMPy?e=pvrlXo>

- Leveraged 3ds Max, Photoshop and V-Ray to unwrap a bed model (Baja Platform Bed) and create a distressed wood material, viewable on the Wayfair Summer 2021 catalogue
 - <https://www.artstation.com/artwork/X1yLYY>
- Used 3ds Max, Blender, Photoshop and V-Ray to model a flamingo lawn ornament (Finck Metal Garden Statue) and construct PBR materials that align with the product reference imagery
 - <https://1drv.ms/i/s!ArfuMyq0HzJdkEsf8Y6T4VJAZQj?e=65fALB>
- Used 3ds Max to modify the shape and UVs on a chair model (Milano Reclining Chaise) and leveraged Photoshop and V-Ray to create customized materials for the chair
 - <https://1drv.ms/i/s!ArfuMyq0HzJdkENUaaA37EGpOQa3?e=9rdhOP>
- Used Camtasia Studio to record a Blender & V-Ray tutorial covering the modeling and texturing of realistic rug fringe tassels
 - <https://1drv.ms/v/s!ArfuMyq0HzJdj0Wmlni8ZuJXJZZW?e=AHFVJC>
- Assembled a wicker PBR material using Substance Designer that uses cropped reference images to rapidly generate weave strands
 - <https://1drv.ms/v/s!ArfuMyq0HzJdj0agDcYv1wSOdiWI?e=BfG3u1>

Wayfair, Boston MA, Feb 2017 – March 2021

3D VISUALIZATION ARTIST

- Configured 3D scene lighting in 3ds Max & V-Ray, rendered product images for use on Wayfair website
- Reconstructed model geometry and materials to align with product reference images
- QA review on new models to provide feedback and ensure alignment with model quality standards
- Prepared library of displacement maps for soft goods construction using 3ds Max and Zbrush
- Mentored two newly hired artists through the Wayfair Labs program
- Post-production using Photoshop on rendered 3D images prior to publication to site
- Uploaded modified models to asset repository

Project Examples:

- Modeled realistic daisy props using Blender and 3ds Max, with textures produced in Photoshop, Substance Designer and rendered in V-Ray
 - <https://www.artstation.com/artwork/0XqQB5>
- Using 3ds Max and Photoshop, applied customized page materials and taped overlay to a book prop model for use in 3D scenes, rendered in V-Ray
 - <https://www.artstation.com/artwork/nEaXbr>
- Used 3ds Max and Marvelous Designer to recreate fabric panels on a sofa (Wynnfield Sofa Bed in Sunbrella) and add displaced wrinkles to cushions, created new PBR fabric material using V-Ray
 - https://1drv.ms/i/s!ArfuMyq0HzJdkFDr9QqrGVS_UC44?e=MXeBtT
- Used 3ds Max, Photoshop, and Substance Designer to adjust vintage racquet prop models and create unique customized PBR materials, rendered in V-Ray
 - <https://1drv.ms/i/s!ArfuMyq0HzJdkEbkYmMmrVJehSsj?e=o0RayY>
- Used 3ds Max and Substance Designer to construct and texture several glass fishing float models, rendered in V-Ray
 - <https://www.artstation.com/artwork/4XWOen>

- Utilized 3ds Max to adjust table (Rojas Wood Writing Desk) model and UVs alongside Photoshop and V-Ray to create new table wood materials, viewable on Birch Lane Fall 2020 Catalogue
 - <https://1drv.ms/i/s!ArfuMyq0HzJdkE3KKvOBJq5aomvI?e=v8M2rB>
- Using 3ds Max and V-Ray, arranged, lit and rendered an interior scene for an electric fireplace for use on the Wayfair site (Demotte Fireplace)
 - <https://1drv.ms/i/s!ArfuMyq0HzJdkE5bV2uhmdUEw-BC?e=CfUhGP>
- Using 3ds Max and V-Ray, arranged, lit and rendered an interior scene featuring a distressed modern lamp for use on the Wayfair site (Keyundra Lamp)
 - <https://www.artstation.com/artwork/IVdewV>

The Container Store, Natick MA, April 2016 – August 2016

VISUAL MERCHANDISING & SALES

- Worked part-time with Natick store team to process merchandise and conduct sales
- Assisted customers with product inquiries
- Assembled custom orders for delivery and customer pickup

HONEYVR, Remote, 2015

3D CONTRACTOR

- Used Blender and Photoshop to model, texture and animate 3D assets for a 360-degree film experience, rendered in Cycles
 - <https://www.artstation.com/artwork/r9bAyJ>

Clear Blue Media, LLC, Worcester MA, May 2015 – August 2015

3D ARTIST INTERN

- Produced 3D models and associated textures for several music oriented video games using Maya and Photoshop

GamerFitNation, Remote, June 2014 - August 2014

VIDEO EDITOR INTERN

- Edited GamerFitNation interview footage with Final Cut Pro X & Premiere Pro for distribution via YouTube

Education

WORCESTER POLYTECHNIC INSTITUTE, Worcester, MA

Bachelor of Science, Interactive Media & Game Development (2015)

- **Major Qualifying Project, Worcester, MA (August 2014 – March 2015)**
 - Collaborated with a team of programmers on a multiplayer flight game built in Unity 4. Utilized Blender, Maya, and Photoshop to produce 3D and 2D game assets. Used Audition to construct sound effects.
 - t0mh.com/project.html
 - http://t0mh.com/folio3/images/folioimage/aeroknights_full.jpg
 - Trailer: <https://www.youtube.com/watch?v=6j2ZnM2i95A>
- **NOFA/Mass - Interdisciplinary Qualifying Project, Worcester, MA (August 2013 – March 2014)**
 - Worked with a team to write a report on the impact of social media on nonprofit outreach, and developed several video narratives for a nonprofit sponsor
 - <https://www.youtube.com/watch?v=6j2ZnM2i95A>

- https://digital.wpi.edu/concern/student_works/bv73c076f?locale=en
- **Artistic Game Development II, Worcester, MA (March 2014 - May 2014)**
 - Worked with a team to produce art assets for a functional game - cooperated with several programmers and another artist to produce a 3D first person game in Unity 3D.
 - <https://youtu.be/yj06J4OhoB8>
 - <https://youtu.be/84qwAfK7330>

NORTHEASTERN UNIVERSITY, Boston, MA

- **DGM6540 Compositing, Boston, MA (Jan – April 2016)**
 - Used Maya and Adobe After Effects to produce several motion graphics and composites of 3D assets into live video footage,
 - <https://www.youtube.com/watch?v=seGVVtv4ODo>