

# CHANDLER SMITH

## 3D DIGITAL ARTIST

### CONTACT

✉ chandlersmithdesign@gmail.com

🌐 www.chandlersmith3d.com

in linkedin.com/in/chandlersmith3d

### HARD SKILLS

3D Modeling

Animation

Rigging

Texturing

Graphic Design

Compositing

Lighting

Rendering

Video Editing

Photo Editing

### SOFT SKILLS

Critical Thinking

Time Management

Teamwork

Organization

Adaptability

### EDUCATION

#### BS, Media Arts and Science: 3D Graphics and Animation

Indiana University - Purdue University Indianapolis (IUPUI)

2017-2021

Dean's List: School of Informatics and Computing 2018-2021

### WORK EXPERIENCE

#### 3D Artist

Freelance

2021-Present

- Creating high-quality 3D models, textures, and animations based on client specifications and project requirements.
- Collaborating with clients, art directors, and other stakeholders to understand project objectives and deliverables.
- Adhering to project timelines and deadlines, effectively managing time and resources to ensure timely delivery of assets.
- Iterating on designs based on client feedback and artistic direction, refining and enhancing 3D assets to meet client expectations.
- Maintaining open communication with clients throughout the project life cycle, providing regular updates and addressing any concerns or revisions promptly.
- Managing administrative tasks such as project documentation, invoicing, and contract negotiations to ensure smooth project operations and client satisfaction.

#### 3D Artist

412 Technology

2022-2023

- Brainstorming and proposing innovative ideas and concepts to drive the art direction of a mobile app game, ensuring visual coherence and engaging aesthetics throughout the gaming experience.
- Designing and crafting captivating 3D assets, environments, characters, and animations that align with the game's narrative, mechanics, and target audience, while also adhering to technical specifications and performance requirements.
- Collaborating closely with fellow artists, animators, and game designers to seamlessly integrate created assets into the Unity game engine, ensuring optimal functionality, visual fidelity, and overall gaming experience.
- Iterating on designs based on feedback from stakeholders, play testing results, and technical constraints, continuously refining and enhancing the visual elements to achieve desired artistic and game play goals.
- Staying updated on emerging trends, techniques, and technologies in game art and animation, leveraging new tools and workflows to streamline production processes and elevate the quality of the final product.
- Offering and receiving constructive feedback to improve the overall quality of the of the visual art and gameplay experience.
- Fostering a collaborative and supportive team environment conducive to creative exploration and professional growth.

#### Graphic Designer

Eskenazi Health

2021-2022

- Designed and implemented an instructional page that is visually appealing and optimized for the purpose of education as well as for quick reference during emergency medical situations.
- Created handouts that were used to educate patients on various health concerns.
- Balanced user experience and design by organizing information in an appealing and intuitive manner.
- Collaborated with health professionals to ensure accuracy and maximum benefit to the patients.