

Laurel Hollingshead

3D Artist

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- Skills:**
- Ability to utilize a wide variety of software for the work development.
 - Strong understanding of composition, staging & lighting.
 - 3D Modeling, UV Unwrapping & Texturing skills.
 - Able to handle stress and tight deadlines.

Computer Skills: Efficient in the following list of programs and skills,

Maya	Photoshop	Catalyst	Hammer
3DS Max	Illustrator	Dimension	X-Html

Professional Experience: ***Department of National Defence - Academic Learning Support Center, NB***
3D Artist - August 2009 - Present

- Creating 3D models required for training and 3D print purposes.
- Handled modeling, uv unwrapping & texturing projects.
- Ability to work well with clients & self directed.

Pal Productions - M5 Weapons of War, NS

3D Artist - October 2008 - April 2009

- Created 3D models and animation for the M5 show on Discovery HD.
- Worked alone and in a team environment with little to no supervision.
- Completed the projects in an efficient manner.

Allswater Architects, NS

3D Renderer, 2007

- Handled all aspects relating to the rendering job.
- Learned the required program (Rhino) quickly & efficiently.
- Handled a tight deadline & finalized the project in an efficient manner.

Nova Scotia Community College – Sport & Wellness Center, NS

3D Artist, 2006

- Modeled, lighted, textured & rendered all parts of the project independently.
- Ability to work well with clients & gain the required information.

Education: ***2005 – 2009 Nova Scotia Community College***

- Interactive Motion Graphics (IMOG) – Graduated with Honors June 09
- Digital Animation (DIAN) – Graduated with Honors June 07

Volunteer Work: ***Tutoring***

Tutoring another student in 3D modeling and Sound Recording.

Testdrives

Showing prospective students what would be involved in the IMOG Program at NSCC.