



MORGAN WARD

3D ARTIST & CONCEPT ARTIST

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EXPERIENCE

Oceaneering, OTECH Division (Military & Defense) 3D Animator/Illustrator, Secret Clearance (May 2019 – Present)

- Create 3D animations, real-time models, and 3D illustrations using Autodesk Maya and Adobe's Creative Suite. Craft unique 3D and 2D visuals of undersea terrain, vehicles, specialized systems, props, and characters to enhance concept of operations (CONOPS), project proposals, and interactive simulators.
- Apply advanced 3D animating, modeling, rigging, and texturing techniques to create visuals for conceptual systems and vehicles using descriptions and rough sketches executed by engineers.

Oceaneering, OTECH Division (Military & Defense) Illustrator/Designer, Secret Clearance (September 2016 – May 2019)

- Created illustrations, 3D animations, and graphics for electronic and print media using 2D and 3D design software to craft unique visuals of conceptual systems to enhance CONOPS, project proposals, and interactive simulators.
- Led special project for National Geographic Society (NGS), pitched and captured contract to create 3D concept illustrations for the NGS Exploration Technology Team. Created internal illustrations for NGS that visually communicate autonomous undersea drone systems and scanning systems for converting 3D data of geographic locations to real-time virtual reality (VR) experiences.

EDUCATION

Maryland Institute College of Art (MICA)
Bachelor of Fine Arts in Illustration
with Game Arts Studio Concentration
May 2016 Graduate, Cum Laude

SKILLS

3D Modeling/Sculpting (Hard Surface and Organic),
3D Animation, 3D PBR Texturing, Conceptual and
Technical Illustration, Art Direction.

Art at Large Inc. Contract Designer (June 2016 – July 2016)

- Assisted in the creation of museum exhibition information plaques for Lives Bound Together: Slavery at George Washington's Mount Vernon and in the installation of Maryland Historical Society (MHS): The What and the Why | Collecting at the MHS.

Maryland Institute College of Art (MICA) Teaching Assistant (February 2016 – May 2016)

- Taught Photoshop techniques to undergrads. Led constructive critique sessions to assist students and professor with project development, thesis preparation, production, and exhibition.

Sparkypants Studios Concept Art/3D Art Intern (May 2015 – August 2015)

- Created 2D & 3D concept art and hard surface modeled assets, using 3ds Max, Photoshop, Illustrator, and Quixel Suite, for the AAA multiplayer online battle arena (MOBA) real-time strategy (RTS) game Dropzone

CERTIFICATIONS

**CG Spectrum College of Digital Art and Animation:
Introduction to Animation Certificate**
Issued March 2020
Autodesk: Advanced Maya
Issued November 2018

SOFTWARE

Maya, ZBrush, 3Ds Max, V-Ray, Substance Painter and Designer, Quixel Suite, Adobe Creative Suite (Photoshop, Illustrator, InDesign, After Effects, Premiere), Marmoset Toolbag, Microsoft Office Suite