

Sam De Lara

3D Technical Artist

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EXPERIENCE

Technical 3D Artist Lead | Aug 2019 - Present

3XR, Inc - Wakefield, MA

- ▶ Directs 3 artist teams and the platform QA feedback team on a day-to-day basis.
- ▶ Creates & maintains scripted tools to extend and enhance 3D & AR development from Blender to the web, optimizing workflow from 20+ minutes at a time to seconds.
- ▶ Leads & deploys hundreds of optimized real-time 3D e-commerce models in quick 2-4 week turnaround times with Blender, Photoshop, & Substance Painter.
- ▶ Trains artists in new production techniques and ensures that those methods are scalable, documented, and compatible with all existing platforms for e-commerce.

3D Artist | May 2019 - Aug 2019

- ▶ Created hundreds of real-time 3D assets for e-commerce in fast 2-4 week turnaround times in Blender, Photoshop, & Substance Painter.
- ▶ Constructed, maintained, & documented the main 3D workflow of best practices for artists to uphold for each finished model.
- ▶ Launched photogrammetry & 3D solutions for upgrading the 3D asset creation process.

3D Artist | Jan 2019 - Feb 2019

Eagre Games - Bangor, ME

- ▶ Produced 10+ real time 3D models for ZED in a month in Maya.
- ▶ Collaborated with Art Director to create assets that matched the existing game look.
- ▶ Trained with game industry veterans with experience of 60+ years in industry.

Multimedia Generalist | Jan 2018 - Dec 2018

Boston Red Sox - Boston, MA

- ▶ Created first 3D content to be publicly used for Augmented Reality initiatives in MLB.
- ▶ Corresponded directly with Major League Baseball to execute 3D & 2D AR projects that increased user interaction on their proprietary web-based mobile app by 19%.
- ▶ Deployed 3D content with Lens Studio used on multiple occasions by over 10,000 users.

Designer & Animator | Jan 2017 - Sep 2017

Bare Tree Media - Boston, MA

- ▶ Created custom digital stickers for brands like Garfield, Bojack Horseman, and Saban.
- ▶ Collaborated with design team to create trading cards, animations, and other media.
- ▶ Constructed custom emojis for Game Show Network TV show Emogenius.

Artist Internships

- ▶ **Animation Intern** *Malka Media Group* | May 2016 - Aug 2016
- ▶ **Visual Effects Intern** *Brickyard VFX* | Sep 2015 - Apr 2016

RECOGNITION & COMMUNITY INVOLVEMENT

Game Developers Conference *Conference Associate* | 2021

The Khronos Group *Asset Creation Guidelines Contributor* | 2020

Augmented Reality for Enterprise Alliance *7th Research Project Contributor* | 2020

SIGGRAPH Asia *Student Volunteer* | 2019 & 2020

SIGGRAPH *Student Volunteer* | 2018 & 2019

ZED *Shipped Video Game Credit* | 2019

GENERAL SKILLS

Leadership Communication
Teamwork Problem Solving
Self-Motivated Attention to Detail
Documentation

TECHNICAL SKILLS

Modeling Python
Texturing C#
Animation Tool Scripting
Rendering Rigging

SOFTWARE EXPERTISE

Unity Blender
Maya Substance Painter
Linux Unreal Engine
Photoshop Illustrator
After Effects Git

EDUCATION

May 2019

Northeastern University

BFA in Media Arts,

Concentration in Animation

Minors in Game Art & Graphic Design

AWARDS

▶ **Most Fun Hack, Top 5 AR Experiences Finalist**

MIT Reality Hack | Jan 2020

▶ **Unity & Boston Symphony Orchestra Prizes**

HTC & MIT Reality

Virtually Hackathon | Jan 2019

▶ **Winner of the Reel 2 Reel Student Film Festival**

FilmFreeway | Nov 2017

▶ **Best Vive Hack, Second Prize in VR**

HTC & MIT Reality

Virtually Hackathon | Nov 2017