

# Sam De Lara

## 3D Technical Artist

973-309-1921 | samrdelara@gmail.com | samdelara.com

### EXPERIENCE

#### Technical 3D Artist Lead | May 2019 - Present

3XR, Inc - Wakefield, MA

- ▶ Promoted from 3D artist to 3D artist lead in Aug 2019.
- ▶ As the first 3D artist hired for 3XR, responsible for daily production of three 3D artist teams accounting for 20+ 3D artists, which includes management of cross functional communication, quality review, and deployment activities.
- ▶ Develop & maintain scripted tools/work-flows, which expand and enhance 3D & AR development from Blender to the web, reducing manual work required for production from 20+ minutes at a time to seconds.
- ▶ Support the deployment of 2,500+ real-time optimized 3D content for e-commerce in quick 2-4 week turnaround times with Blender, Photoshop, & Substance Painter, generating over \$100k in revenue.
- ▶ Responsible for training 50+ 3D artists in new production techniques and ensuring that on-boarding methods are scalable, documented, and compatible with all existing platforms for e-commerce.
- ▶ 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 VR 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 & Team Leader | 2019, 2020, 2021

**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