

# ERIC SCHUCK

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**Targeting: 3D Designer**

3D Artist with a proven track record of creating stunning 3D Renderings and animations with a passion for design and quality.

## CORE COMPETENCIES

### Technical/Design

- 3D Architectural Design
- Polygonal Modeling
- Lighting, Rendering and Compositing
- Postproduction and Visual Effects

### Software Skills

- Autodesk 3ds Max/ V-Ray
- ZBrush
- Adobe CS
- Unity 2D/3D

## PROFESSIONAL EXPERIENCE

### **BLACKFISH FEDERAL, ORLANDO FL | 09. 2020 – present | 3D DESIGNER/ANIMATOR**

- Generate 3D Renderings and 3D animations for the United States Naval Special Warfare (NSW) – DCS Courseware Development
- Create naming conventions and libraries of 3D models, Textures, Lighting rigs and Material libraries

### **AECOM, TAMPA FL | 02.2019 – 09.2020 | 3D VISUALIZATION SPECIALIST**

- Develop 3D Renderings to provide architects and engineers to assist in structural and visual design
- Utilized VR/AR software and hardware tools to create immersive 3D Presentations

### **HEITECH SERVICES, ORLANDO FL | 2018 – 2019 | 3D DESIGNER/ANIMATOR**

- Designs and animates 3D avatars for the United States Army Aviation Center of Excellence (USAAACE) Unmanned Aircraft Systems (UAS) Gunnery, Doctrine and Tactics Training Course
- Manages GUI design changes, 3D avatar and scenery implementation, and 2D image creation for the United States Army Combat Readiness Center (USACRC) Unit Safety Officer Course

### **FRAME 11, ORLANDO FL | 2015 - 2017 | MULTIMEDIA PROJECT MANAGER**

- Created 3D animations renderings for print, multimedia presentations, web sites and video presentations
- Designed and created 3D assets for products and product prototypes for numerous inventions
- Designed and developed 3D medical animations for both product and educational presentations

### **THE OUTSIDE SOURCE, INDIANAPOLIS IN | 1999 - 2002 | 3D VISUALIZATION DIRECTOR**

- Directed a small team of designers in all phases of 3D Design and Visualization for the studio
- Implemented file naming conventions and 3D rendering pipeline infrastructure
- Developed 3D Animated interactive presentations showcasing insulin meters for Roche Diagnostics product line

### **ITT TECHNICAL INSTITUTE, INDIANAPOLIS IN | 1998 - 2008 | 3D VISUALIZATION AND MULTIMEDIA INSTRUCTOR**

- Instructed classes in the ITT Baccalaureate degree program in courses including Multimedia Development and 3D Design
- Managed senior projects for all students in the Senior Design Course

### **iLLUSIONATIONS, Palm Harbor FL | 1994 - Present | OWNER/DESIGNER**

- Develop AR and VR product designs and presentations
- Create 3D animations and visual presentations using 3ds Max, Adobe After Effects and Photoshop
- Designed and 3D prototyped numerous inventions

## EDUCATION

Purdue University | West Lafayette, IN | Bachelor of Science in Computer Graphics | 1992-1996