

Lawrence Williams

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Career Summary

I am a November 2015 graduate from Savannah College of Art and Design (SCAD) with a Bachelor of Fine Arts degree in Animation. I have achieved significant experience in several aspects of the animation pipeline and am seeking a job opportunity as a 3D artist. I am a self-starter, experienced in working resourcefully in pressure situations and resolving problems in a timely manner with sound judgement. Demonstrated knowledge and experience with the following software application: (Maya, Photoshop, Mudbox, Zbrush, Premiere Pro, After Effects, Substance Painter, Substance Designer, 3Ds Max, Marvelous Designer)

Professional Experience

Surya

November 2018 - October 2019

3D Artist - Marketing

- Creating realistic renders of products for use in marketing and advertising.

Standard Games LLC

January 2017 – Present

Lead Character Artist

- Responsible for coordinating with Project Lead and 3D Art Lead and reviewing other artists.

3D Artist

- Responsible for translating 2D concepts into 3D assets, modeling and texturing.

Education

- **Bachelor of Fine Arts in Animation** – Savannah College of Art and Design
November 2015

Accomplishments/Awards

- Academic Honors Scholarship, Artistic Honors Scholarship, Dean's List Honors
- Films:
 - Character Artist-Closed for Cleaning by Jewel Quintero (Fall 2015)
 - Director-Desert Lotus (Fall 2015)

Reel/Portfolio

- www.animationlaw.com

References

- available upon request