

Nathan Taylor

CG ARTIST

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Career Objectives

Motivated individual seeking full-time employment as a CG generalist in a professional environment. Proficient with Maya, After Effects, Premiere, Photoshop, Illustrator, Flash and Blender 3D on both PC and Mac. Works well with a team or independently. Eager to continue developing artistic skills at a professional level. Hopes to work in the entertainment industry as a 3D generalist with a focus on animation.

Work Experience

Spiral Productions LLC 2007-2010

CG Artist for film "Project London"

- Design, Modeling, Texturing, Rigging and Animation using Blender 3D.
- Worked with mechanical and organic models for visual effects sequences.
- Reported to director of film long distance via email and FTP.

Lightbox Studios, Inc. 2009

Flash Animator and Illustrator

- Storyboarding and animation for short film project in Flash.
- Illustration work for National Geographic game "Dogtown."
- Reported to owner and lead artist of company, Les Harper.

Wisconsin Vision Associates 2002-2009

Product Floor Worker and Trainer

- Filled, packed and shipped contact lens orders for various clients.
- Worked backorder system for incoming orders.
- Helped train new employees for floor duties.

Ronald Kolman 2005

3D Previsualization Artist

- Created 2D and 3D integrated Pilot TV pitch for "Woody's World"
- Modeled, Rigged, Animated, and Textured character for pilot.
- Reported directly to producer Ron Kolman for assignment.

Awards/Honors

SCAD academic and artistic portfolio combined scholarship 2006-

Kalamazoo Animation Festival International 2009

Team Competitor for Kalamazoo Animation Challenge

Community Service Volunteer 2007-

Feeding America/Service Opportunities for Students/Humane Society

Short Film work for Classmates - Various Digital Contributions 2008-

Nicholas Allred, Matt Doering, Sean Farbolin, Chrystin Garland, Jennifer Hochman, Leia Mi, Andrew Miller, Andrea Onukwubiri, Erma Smith, Kyle Stephens

Education

BFA - Animation May 2010

Savannah College of Art and Design - Savannah, GA

Course of Study includes: 3D computer art and animation, fine and liberal arts study.

High School to College Program 2006

Milwaukee Institute of Art and Design - Milwaukee, WI

Course of Study includes: Traditional still life and Figure Drawing in various mediums.

References/Reel

Available Upon Request