

Taylor Gandy

Greater Tampa Bay Area

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Summary

Experienced creative with a wide breadth of knowledge of Visual Development, 3D Modeling, Texturing, and Lighting. Skilled in ZBrush, Autodesk Maya, Unreal Engine 5, Mixer, and Substance Painter. Taylor is a strong leadership oriented professional with a Bachelor of Fine Arts - BFA focused in Animation, Interactive Technology, Lighting, Character and Environmental Modeling from Columbus College of Art & Design.

Experience



3D Generalist

Artix Entertainment

Jul 2022 - Present (1 year 7 months)

Adventure Quest 3D

- Worked with the art team to create new characters, weapons, props, and other environmental assets to be used in game using Zbrush and Maya
- Retopologize high poly assets to low poly assets while also ensuring they are mobile friendly without sacrificing the overall silhouette.
- Utilized hand painted textures to match the in game style using Substance Painter and Adobe Photoshop
- Worldbuilding and level design for new maps utilizing an in house asset library, and creating new assets as needed
- Assisted with rigging, weighting and skinning characters
- Created preliminary concepts for environments, characters, and props



3D Generalist

_Media Machine

May 2023 - Nov 2023 (7 months)

Unreleased Feature Film

- Collaborated with the Art Director and other artists to achieve cohesive and desired look through the modeling and texturing process
- Researched and developed various texturing methods to achieve the look of the film using physically based rendering techniques in Substance Painter
- Modeled and textured various interior and exterior environments with careful attention to the original concept art



3D Artist

Ohio Film Group

Oct 2022 - Jun 2023 (9 months)

Unreleased Feature Film

- Translated stylized character and prop concepts into 3D utilizing Zbrush and Maya
- Modeled several environment kits to modularly flesh out full interior scenes
- Prepared models with UVs, and prepped each of them for texturing and layout



Adjunct Professor

Columbus College of Art & Design

Aug 2022 - May 2023 (10 months)



Lead Environment Artist

Final Pixel

Apr 2022 - Aug 2022 (5 months)

- Collaborated directly with my Supervisors, Producers, and Project Managers, to understand and enhance the clients vision
- Built and maintained several environments that were appealing, vibrant, and unique using a library of assets, constructing new pieces as needed to add to the flavor of the scene
- Frequently met with my small team of artists to ensure quality of assets being produced, and remedy any blockers as they came up
- Created VFX elements that were light enough to be realistic, and frame rate friendly so it could be used in a Virtual Production shoot



VFX Pre-Vis Editor

Prime Video & Amazon Studios

Oct 2021 - Apr 2022 (7 months)

Unreleased Episodic Series

- Built custom blueprints to allow for controller functionality to ease navigation and quick iteration during virtual location scouting
- Laid out virtual cameras and prepared in engine renders for pre-visualization reviews
- Assisted in troubleshooting broken rigs, and uploading them in engine, while also applying materials preparing them for use
- Created custom animations utilizing a blend of multiple motion capture takes for background characters
- Research and Development for viable ways to create complex smoke simulations utilizing Blender



Unreal Artist

Final Pixel

Aug 2021 - Aug 2021 (1 month)

Dancing with the Stars Season 30 Fall Preview

- Worked on a live Virtual Production set quickly adjusting and modifying assets as needed to seamlessly blend the volume to needs of the real world set
- Collaborated closely with the Director and my direct supervisors to ensure the vision of the client is being achieved
- Modeled branded assets and enhanced environments with marketing materials provided by the client to create an engaging believable scene

- Adjusted lighting as necessary to match the environment to the conditions of the stage



Informatics Intern

Nationwide Children's Hospital

Jun 2021 - Aug 2021 (3 months)

- Created VR ready assets for training simulations
- Collaborated with my mentors and fellow interns to ensure models are cohesive and fit the vision of the project
- Participated in an acting component for a live action segment



Texture Artist

VRpatients

Jun 2020 - Aug 2020 (3 months)

- Produce various realistic, medically accurate textures
- Collaborate with industry level artists to enhance working knowledge of various programs such as Substance Painter
- Consult with working medical professionals to ensure accuracy of models and textures



Project Manager

Diamond Entertainment Inc.

May 2020 - Aug 2020 (4 months)

- Build and develop multiple project teams to ensure maximum performance, providing purpose, direction, and motivation across various projects.
- Coordinate internal and external resources, ensuring projects remain within scope and schedule, in collaboration with project staff from various functional departments.
- Analyze project progress and, when necessary, adapt scope, and timelines, to ensure that project team adheres to project requirements
- Establish and maintain relationships with appropriate client stakeholders, providing day-to-day contact on project status and changes



Visual Development Artist

Diamond Entertainment Inc.

May 2020 - Aug 2020 (4 months)

- Create character and environment concepts, color scripts, color keys, lighting studies, mood paintings and production illustrations as needed for pitch bible construction as requested by the client.
- Create highly polished key-art and character illustrations to generate interest and excitement for the client's pitch.
- Work with the producer to organize work and set deadlines and expectations for artists
- Provide feedback throughout the illustration phase to maintain artistic vision and ensure timely deliveries



Creative Coach

Columbus College of Art & Design

Sep 2019 - May 2020 (9 months)

- Assist peers in attaining creative goals.

- Adapt teaching style to unique needs of students.
- Assist students in acquiring better understanding of targeted weak areas within a subject or a subject as a whole.
- Subjects include, Animation, Illustration, Graphic Design, Visual Literacy, and Drawing Fundamentals



Teacher's Assistant

Columbus College of Art & Design

Feb 2019 - May 2020 (1 year 4 months)

- Troubleshoot minor questions
- Uplift students, building up confidence and desire to learn
- Retrieved materials as needed to ensure seamless learning



Creative Summer Workshop Assistant

Columbus College of Art & Design

Jun 2019 - Jul 2019 (2 months)

- Assist peers in attaining creative goals.
- Adapt teaching style to unique needs of students.
- Assist students in acquiring better understanding of targeted weak areas within a subject or a subject as a whole.
- Subjects include, Animation, Illustration, Graphic Design, Visual Literacy, and Drawing Fundamentals

Art Department Lead

Studio 28

Jul 2016 - May 2018 (1 year 11 months)

- Constructed creative and conductive lesson plans for students ranging in ages 4-62
- Fostered an engaging environment to encourage student confidence and learning
- Tailored educational plans to the individual student to ensure the student received the education they needed to grow

Education



Columbus College of Art & Design

Bachelor of Fine Arts - BFA, Animation, Interactive Technology, Video Graphics and Special Effects

2018 - 2021



Pasco-Hernando State College

Associate of Arts - AA

2015 - 2018

Skills

Higher Education Teaching • Online Teaching • Adobe Photoshop • Level Design • World Building • Collaborative Work • Texture Art • Blender • Maxon Redshift • Unreal Engine 5

Honors & Awards

Congressional Art Competition Award Recipient - Congressional Institute

Jun 2012

Each spring, the Congressional Institute sponsors a nationwide high school visual art competition to recognize and encourage artistic talent in the nation and in each congressional district. Since the Artistic Discovery competition began in 1982, more than 650,000 high school students have participated.

Students submit entries to their representative's office, and panels of district artists select the winning entries. Winners are recognized both in their district and at an annual awards ceremony in Washington, DC. The winning works are displayed for one year at the U.S. Capitol.

President's List Honoree - CCAD Registrar

Dec 2018

President's List recognition is given to students with a term grade-point average of 3.400 or higher while attending 15 or more credit hours for the semester.

Chroma 2020: Best of CCAD for "Backfire" - Columbus College of Art & Design

May 2020

My 3D animated short "Backfire" was chosen to be featured in Chroma, Columbus College of Art and Design's very own annual exhibition of outstanding student work across all undergraduate majors.

Outstanding Senior - Animation Department - Columbus College of Art & Design

May 2021

Each year, Columbus College of Art & Design faculty selects an Outstanding Senior to represent each major. This honor recognizes these students' academic and artistic accomplishments.

Chroma 2021: Best of CCAD for "Reflection of Affection" - Columbus College of Art and Design

Jun 2021

My collaborative 3D animated short "Reflection of Affection" was chosen to be featured in Chroma, Columbus College of Art and Design's very own annual exhibition of outstanding student work across all undergraduate majors.