

Scott May

3D Technical Artist

(408) 731 - 0749

scottmay3d@gmail.com



Skills

Technical

3D Materials & Texturing
Scripting
Procedural Modeling
Scene Lighting
Hard-Surface Modeling
Organic Modeling
Dynamics

Interpersonal

Collaboration
Problem Solving
Communication
Leadership
Organization
Adaptability
Time Management

Tools

Maya • Arnold
Substance Painter
Substance Designer
Photoshop
Nuke
Blender • Eevee / Cycles
Python
Houdini • HScript / VEX
ZBrush
Unreal Engine
Unity
Flow Production Tracking
Rebelle
After Effects
Substance Stager
Premiere Pro
Media Encoder
Gigapixel AI
Notion

Profile

I am a determined and passionate 3D Technical Artist with production pipeline experience and rendering expertise bringing high quality look development, procedural modeling and shading systems, and specialized pipeline tools for delivering immersive experiences with high technical demands.

Projects

Finny | CG Short Film (2025) • LookDev & Lighting, Compositing

- Textured, lighted, rendered, and composited a sequence on an ocean pier. The style called for the emulation of watercolor paintings from the source material, for which I developed a workflow for hand-painting to projecting onto the environment assets.

Can I Keep Him? | CG Short Film (2025) • LookDev & Lighting, Compositing, Editorial

- Helped develop a unique painterly style involving advanced CopyCat texture projection.
- Co-led a fast-paced push to deliver the finished edit by a demanding deadline.

Maelstrom II | VFX Short Film (2025) • LookDev & Lighting

- Textured a NASA concept moon rover in a realistic style, focusing on scientific plausibility of wear and tear and style-matching with other spacefaring vehicles in the live-action VFX short.

Infrared | Student Organized CG Short Film (2025) • LookDev & Lighting

- Currently leading the LookDev department for a student-directed 3D/CG animated short. Responsibilities include running dailies and working with artists to develop the visual style from the concept art.

Professional Experience

VFX LookDev & Lighting Lead: StudioX

2025

Finny | CG Short Film (2025) • *Can I Keep Him?* | CG Short Film (2025) • *Maelstrom II* | VFX Short Film (2025)

Production Lead: StudioX

2024

- Was selected by studio department heads to organize dailies for our team and interface with artists across all departments.
- Worked closely with the Technical Director to track LookDev production progress for multiple projects while continuing to succeed in my artist responsibilities.

VFX LookDev & Lighting Lead: Infrared Studios

2025 - Present

Infrared | Student Organized CG Short Film (2025)

Junior Software Engineer: Tarana Wireless

2021 - 2022

- Created data handling and search scripts to fill an empty niche and positively impact the company's consumer bug report processing pipeline, contributing to customer satisfaction.

Assistant Field Technician: Tarana Wireless

2020

Team Member: Chic-Fil-A Sunnyvale

2019 - 2020

Awards

Academy of Art University Spring Show

Nominated: Best in Color Fundamentals • See "[Color Mandala](#)" on my [website](#)

2024

Winner: Best in VFX LookDev Hard Surface • See "[Finny Pier](#)" in my [demo reel](#)

2025

Education

Academy of Art University

2022 - 2025

School of Animation & Visual Effects • LookDev & Lighting Major

University of California, Riverside

2018 - 2021

College of Natural and Agricultural Sciences • Chemistry Major