

Scott May

3D Texture Artist

(408) 731 - 0749

scott.may10@gmail.com

San Francisco Bay Area, CA



Skills

Animation Industry

Hard-Surface Modeling
3D Materials & Texturing
3D Animation
Video Editing
Scripting

Interpersonal

Collaboration
Problem Solving
Communication
Adaptability
Time Management

Tools

Maya
Blender
Substance Painter
Photoshop
Unreal Engine
After Effects
Premiere Pro
Python
Windows

Profile

Scott May is a determined and passionate 3D artist bringing high quality textures and shaders to any project.

Education

Academy of Art University

School of Animation & Visual Effects
Lookdev & Lighting Major

University of California, Riverside

2018 - 2021

College of Natural and Agricultural Sciences
Chemistry Major

Projects

Exploratory Renders

- 5 full 3D environment renders using photoreal and stylized shading and textures.
- Each scene contains my own models of vehicles and structures.

Pipeline Studies

- Completed major course project designed to simulate a LookDev artist's role in the studio pipeline.
- Final scene included lighting for building, character, and vehicle textures.

Work History

Junior Software Engineer: Tarana Wireless

2021

- Created and enhanced scripts to process data received from consumer bug reports.
- My data handling and search script positively impacted the company's bug report processing pipeline and contributed to customer satisfaction.

Assistant Field Technician: Tarana Wireless

2020

Team Member – Chic-Fil-A Sunnyvale

2019 – 2020