

Summary:

 I am a 3D Artist with a passion and expertise in environmental design. I began my career by building stagecraft and set design, this taught me the key principles of design. Currently I build environments on my computer after getting my Bachelor’s Degree in 3D Animation. I am looking to expand my knowledge of the 3D art world and continue to grow as an artist with the help of a team.

Portfolio: <www.CramerLaybourn.com>

# Work History & Projects:

 **M1911 Design: 10/24:** Designing a 3D model of a classic well-known gun that is featured in many popular video games. This design has showcased my attention to detail and allows employers to see a wide arrange of skills.

 **DemoReel: 09/19-05/20:**  Detailing the work I have completed as well as highlighting my video editing skills. This project was an all-encompassing display of the work I have done throughout my college career.

 **Set Creation: 2012-2013:** Completing a class called Stage-craft building designs for the sets for theatre plays including working stairs and buildings for the back-drop. This enabled me to create OSHA standard set pieces and helped me to conceptualize visuals which is key to understanding the constraints of 3D Art.

Software:

* Maya
* Substance Painter
* Zbrush
* Adobe Photoshop
* Adobe After Effects

# Industry Skills:

* Modeling
* Animation
* Rigging
* High to Low Poly Modeling
* Sculpting
* Compositing
* Video editing

Education: Bachelors of Fine Arts in 3D Animation June 2020: Rocky Mountain College of Art and Design, Denver, CO & Continuing education courses through Coursera