

Todd Seelig

87 Brunswick Ave, Lebanon, NJ 09933 : Phone (908) 797-4818

Demo Reel and Portfolio: toddseelig.com or [Artstation](#)

Skills	<ul style="list-style-type: none">• Expert film and game knowledge of hard surface modeling and UV layout• Mastered skills in creating physically based rendering (PBR) textures for game engines and production rendering• Vast knowledge of lighting for a 3D environment• Experience with multiple render engines in addition to setting up and managing network rendering• Experience with compositing video and still images• Basic game play and environment design knowledge• Experience with Motion Graphic design• Ability to work under pressure and balance deadlines and resources with style and quality• Excellent sense of composition, proportions, color and a good eye for detail• Self-motivation, good communication skills, focused and a great team-player• Ability to take direction and criticism well
Software Experience	3DS Max, Maya, Substance Painter, Marvelous Designer, Zbrush, After Effects, AutoCAD, Unity, Unreal, Perforce, Sourceteer, Mental Ray, Arnold, Softimage
Work Experience	
04/2020-Present	Senior 3D Artist D2 TEAM-Sim Somerset, NJ <ul style="list-style-type: none">• Create military and commercial 3D assets to work within virtual and/or augmented reality environments• Establish a PBR workflow and style guide for multiple projects• Lead artist on project standards and workflow• Conduct regular quality reviews and provide artist feedback• Leverage 3DS Max for modeling, unwrapping, rendering and animation• Adobe Photoshop and Substance Painter for image manipulation and PBR texture creation• Adobe After Effects for motion graphics design.• Gather reference and texture assets through photography, digital video, and narration• Game asset integration utilizing Unity
03/2019 – 03/2020	Senior 3D Artist WisEngineering (Digital Reality Lab) Dover, NJ <ul style="list-style-type: none">• Model, texture and integrate environment, props and character assets into a VR setting• 3D asset development utilizing 3DS Max, Zbrush, Marvelous Designer, Maya Photoshop and Substance Painter• Developed a workflow for creating highly detailed character clothing optimized for a gaming environment• Design and model an environment level and props for Unreal 4
06/2011 – 08/2019	Art Asset Developer WisEngineering Picatinny, NJ <ul style="list-style-type: none">• Contract – Gaming, Interactive Technologies, and Multimedia (GITM); US Army• Reverse engineer military equipment to work within a gaming environment for training purposes• Create and integrate key elements through modeling, unwrapping, texturing, and lighting• Leverage software such as 3DS Max and Maya for modeling• Photoshop and Substance Painter for image manipulation and PBR texture creation• Gather reference and texture assets through photography, digital video, and narration• Game asset integration utilizing Unity• Conduct physical measurements, basic drafting, 3D scanning,• Conduct weekly quality reviews of other team member's work and progress

- 08/2009 – 06/2011 **Freelance 3D Artist THD** **New York, NY**
- Model, light, texture and animate key elements for a series of Exxon television commercials utilizing 3D Studio Max, Mental Ray and V-Ray
- 08/2009 – 06/2011 **Freelance 3D Artist 1stAveMachine** **New York, NY**
- Model, texture and light Nike sneaker for Television commercials proposal using 3D Studio Max, Mental Ray
- 08/2009 – 06/2011 **Freelance 3D Artist MLB Network** **Secaucus, NJ**
- Model, texture, light and animate on-air broadcast graphics using 3D Studio Max, After Effects, Photoshop, Mental Ray and V-Ray
- 08/2009 – 06/2011 **Freelance 3D/ Motion Graphics Artist Hermann Advertising** **Annapolis, MD**
- Model, texture, light and animate a series of short animations utilizing After Effects, 3D Studio Max, Photoshop, Mental Ray
- 12/2005 – 08/2009 **Lead 3D Artist and CAD Specialist Tim Hunter Design** **New York, NY**
- Organic and hard surface modeling with 3D Studio Max
 - Texture mapping of organic and non-organic models
 - Multiple render pass compositing using After Effects and Photoshop
 - Lighting with Mental Ray, Photometric and standard lighting systems
 - Basic model rigging and animation
 - Managing and maintaining render farm utilizing Autodesk's Backburner
 - Thematic architectural drafting and 3D modeling using AutoCAD
 - Maintain and enforce company CAD Standards.
 - Motion Graphic design utilizing Adobe After Effects
- 09/2002 – 12/2005 **Lead Draftsman Core States Engineering** **Somerset, NJ**
- Create store re-branding graphics and rendering compositions
 - 3D photo composition
 - Coordinate building and site layout with project managers and Architects
 - Conducting precision onsite surveys and field verification
 - Architectural backgrounds/ floor plans
 - Site plan creation with AutoCAD Civil Design software
 - 2D site renderings utilizing AutoCAD and Photoshop
 - Enforce and Maintain company CAD standards throughout multiple company offices
- 03/2001 – 09/2005 **3D Artist IO-Media** **New York, NY**
- Responsible for modeling, texturing, lighting, rotoscoping, and logistical construction phasing using: 3DS Max, Softimage 3D, AutoCAD and Photoshop

Education **New York University** **Bachelor of Science in Digital Communications and Media**

Security Clearance **Secret**