# Noah Evans
## 3D Artist

- **EvansInkInc.com**
- Noahsthename3D@gmail.com
- (843) 557-9526

## Education

**BFA in Animation - SAVANNAH, GA**
- Savannah College of Art and Design
- Sep, 2016 - Jun, 2020

## Clients

**Hook USA**
**3D Architectural Modeler**
- Created 3D mockups and photorealistic renders for the interior redesign of Hotel Florence's "Victor's" restaurant in Charleston, SC.

**Marainna Singletary**
**Web/Graphic Designer & E-commerce**
- Developed branding, web design, and e-commerce graphics for the Texas University SEC-nominated volleyball athlete.

**Bell Digital Media**
**Motion Designer/ Video Editor**
- Contributed to TV title card creation, including video editing, compositing, modeling, and 3D shading.

**Sweet Fleet Exotics**
**3D Architectural Modeler**
- Designed branding assets and marketing graphics for promotional materials.

## Skills

| | |
|---|---|
| -Blender | -3D Modeling |
| -Maya | -Texturing/Shading |
| -Zbrush | -Rigging |
| -Houdini | -Animation |
| -Marmoset Toolbag | -Compositing |
| -Unreal Engine | -Retopologizing |
| -Figma | -Vido Editing |
| -Substance Painter | -Drawing |
| -Substance Designer | -Collaboration |
| -Photoshop | -Working under pressure |
| -After Effects | -Problem solving |
| -Premiere | -Patience |
| -Illustrator | -Time management |

## About Me

With a proven track record of working with industry leaders like Zillow and Snapchat, I bring a passionate, versatile and detail-oriented approach to 3D artist. With my background in digital and fine arts, I specialize in modeling, shading, texturing, and rendering to create high-quality visual assets. My experience spans working with freelance clients, animation teams, and teaching, fostering strong communication, adaptability, and a commitment to meeting deadlines. Combining creativity with technical expertise, I thrive on solving challenges and delivering polished, impactful projects that align with creative visions.

## Experience

**Data Modeler**
Snap INC: Oct, 2023 - Dec, 2024
- Created libraries of animation poses and motions, leveraging 3D spatial skills and expertise in armature-based animation to enhance Snap Inc.'s proprietary systems.
- Designed custom training images in Photoshop by utilizing a variety of handmade mask passes, ensuring high-quality and accurate visual assets.
- Applied understanding of animation workflows to develop and refine datasets for innovative motion and pose recognition technologies.

**Graphic Designer**
Bright Ma Farms: Oct, 2022 - Sep, 2023
- Created 3D and vector-based graphics for presentations and web, ensuring engaging and accurate depictions of complex bio and industrial processes.
- Maintained strict attention to brand image, creating graphics that aligned with Bright Ma Farms' identity and messaging standards.
- Translated technical concepts into appealing visuals, enhancing communication and understanding for both internal and external audiences.

**Data Annotator**
Zillow: Mar, 2021 - Aug 2022
- Constructed accurate 3D wireframes of homes using panoramic images, ensuring precise spatial layouts for Zillow's client base.
- Applied keen attention to detail and spatial awareness to translate 2D visuals into immersive 3D structures, enhancing user experiences.
- Collaborated with teams to maintain consistency in quality and alignment with company 3D topology standards.

**3D Modeling Instructor**
iD Tech: Sep, 2020 - Mar, 2021
- Taught students how to use industry-standard programs like the Adobe Suite, and Maya to create animations and game-ready 3D models, promoting efficiency and foundational techniques.
- Developed lesson plans and guided students through each step of the 3D production pipeline, fostering creativity and technical understanding.
- Managed client communication and maintained records, ensuring a organized learning experience for both students and their families.