



# WES TAYLOR

3D Artist

## CONTACT INFO

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 **Website**  
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I strive to be the best in my field through a passion for gaining new skills and knowledge that will promote my abilities and career advancement. Through demonstrated integrity, dependability and a solid work ethic, I seek to build valuable networks and working relationships that support mutual success.

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## Education

**Advanced 3yr Diploma in Game Development**  
Niagara College | Sept 2011 - Apr 2014

**High School Diploma**  
Stamford Collegiate | Sept 2007 - June 2011

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## SOFTWARE SKILLS

- 3DS Max
- Maya
- Mudbox
- zBrush
- Adobe Photoshop
- Substance Painter
- Substance Designer
- Unreal Engine
- Unity
- Marmoset Toolbag
- Microsoft Office

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## WORK EXPERIENCE

### Lead 3D Artist

*Datum39 Inc. | Jan 2015 - Present*

Create 3D models for online distributors

#### Microprose Canada

Create modular 3D models and environments

#### Sharp End Studio

Create modular 3D models and assets

#### Stoolfeather Games

Create 3D models for the Unity Asset Store and other studios.

Projects: Auto Age: Standoff | Phantom Compass  
First Impact: Rise of a Hero | Red Meat Games

#### Susan Greco Interiors

Modify & manipulated images to show the finished product of renovations.

#### Throwback Entertainment

Create 3D environments and props for multiple projects.

#### Niagara College Taif & Makkah, Saudi Arabia

Create 3D environments to show the finished product of renovations.

### Lead Technician

*Renewed Computer Technologies | Nov 2019 - Jan 2021 (extended contract)*

In-charge of a team of 5 other technicians. Refurbish desktop and laptop computers for various schools, clients and organizations.

### iTunes Customer Support Agent

*Minacs | Sept 2014 - Dec 2014*

Dealt with customer inquiries, problem solving.

### Hardware Technician

*Niagara College, NOTL | Apr 2012 - Sept 2012 & Apr 2013 - Sept 2013*

Respond to employee and student support tickets.

Troubleshooting, maintenance and imaging of computers.

### ITS Helpdesk

*Niagara College, Welland | Sept 2012 - Apr 2013 & Sept 2013 - Apr 2014*

Customer Service: Walk-In and Call Centre.



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## CONFERENCEES & EVENTS

- 2018 Global Game Jam
  - 2015 Global Game Jam
  - 2014 Ludum Dare
  - 2014 Level Up
  - 2012 DIG London Conference
  - 2012 SIGGRAPH, Los Angeles
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## CORE SKILLS

- Low Poly Modeling
  - High Poly Modeling
  - Baking
  - Texturing
  - Design
  - Scene Layout
  - Modular Assets
  - UV Mapping
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## INTERESTS

3D Modeling	Gaming
Professional Development	Technology
Family	Sketching

## PROFESSIONAL DEVELOPMENT COURSES

### Online Courses

#### Game Art Dojo

##### Sci-Fi Art Course

Sci-fi environment modeling and texturing.

##### Interior Art Course

Modern interior environment modeling and texturing.

### Pluralsight

#### Hard Surface Modeling a Modular Structure for Games

Creating modular assets that blend well with each other to ensure seamless transitions. Also keeping the later stages in mind like baking and detailing early on to avoid complications down the road.

#### Creating Game Ready Modular Structures

Developed modular assets that can be assembled in multiple different ways to produce more unique results.

### ChineseSkill - App

#### Chinese (Mandarin) - In Progress

Developing speaking, listening and reading skills.

### Smart Serve Ontario

#### Smart Serve Certificate

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## Travel Experience

Countries Visited: China, Australia, New Zealand, Fiji, South Africa, Egypt, Saudi Arabia Panama, Cuba, Mexico, Dominican Republic, England, France, USA(California, Florida, North & South Carolina, New York City).

The enriching experiences provided by travel to various countries has significantly provided insights to cross-cultural understanding and communication, and aspects of individual self-awareness, while also contributing to the many soft skills considered important for career and life success.

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## REFERENCES

Available Upon Request