

TAYLOR J. LAMBERT

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EDUCATION

2011-2015

San Jose State University, San Jose, CA BFA Animation/Illustration

(In progress. Spring 2015 graduation.)

Related Coursework

- Advanced 3D modeling and texturing, figure sculpting, figure painting, film history, and screenwriting
- Full-day workshops and lectures on film analysis, shot composition, lighting, designing for games, and color scripting from industry pros like Steve Hickner, Colin Fix, and Daisuke Tsutsumi

AWARDS

2014 Zankel Scholarship Finalist presented by the Society of Illustrators

2013 & 2014 Dean's Scholar for maintaining a GPA above 3.65

EXPERIENCE

2014 (September – Present)

Artist Intern

Sony Computer Entertainment America

- Character and environment design for upcoming titles
- Initiated a design procedure that directly attributed to an increase in team's design efficiency and output

2014 (March - September)

Freelance Modeler/Texture Artist Persuasive Presentations

- Created low poly 3D environments and props in Maya, for courtroom presentations
- Modeled and textured various hard surfaced and organic objects for use in animated re-enactments

2013

Visual Development Artist Yeebot Productions Jimmy Loves Juice

- Designed several props and set pieces
- Designed background layouts, colored and composited background elements
- Provided color variants for character designs

SKILLS

Digital:

Photoshop, Illustrator, Indesign, Aftereffects, Maya, Zbrush

Traditional:

Acrylic, Oil, Gouache, Charcoal, Graphite