

# Wesley Lutz

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wesleylutz3D.dropr.com

## PROFESSIONAL WORK

- 3D Artist, Army Learning Support Centre (ALSC)** 2013-2014  
Modelling and texturing assets for Unity  
Solid modelling for 3D printing
- Composer, NS Sport Hall of Fame** 2013  
Updating the "Future Hall of Famers" presentation with 3D elements and a virtual tour
- Composer & 3D Artist, GopherX.net** 2012  
Creating graphics and 3D environments for "Tights and Fights" webseries.
- Teaching Assistant, Center for Arts and Technology** 2012, 2013  
Aided in teaching and supervision for the Digital Bootcamp Program

## EDUCATION

- Applied Studies Internship** 2013-2014  
*New Brunswick Community College, Fredericton, NB*
- 3D Game Animation** 2011-2013  
*The Centre for Arts and Technology, Halifax, NS*

## SKILLS

I am a 3D Generalist so I am skilled in the use of programs such as Maya, 3DS Max, Quixel Suite, Zbrush, Mudbox, Optitrack software, Motion Builder, After Effects, Photoshop, and Flash. I can take roles in animating, rigging, modelling, compositing, texturing or design.

I also have experience with project management, organizational culture, quality assurance, effective team building, facilitated meetings, and technical writing. I'm familiar with pipelines for game development, particularly in Unity and Unreal, as well as for film and for 3D printing.

## REFERENCES

**John Wagner** Lead 3D Developer, Army Learning Support Centre (ALSC)  
John.Wagner2@forces.gc.ca

**Matt Lambert** Program Manager/Teacher, Center for Arts and Technology  
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