

SAMUEL A. HANZ

3D Artist

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Portfolio Website

www.samhanz.com

LinkedIn

<https://www.linkedin.com/in/SamHanz3D>

Objective

I am a motivated and hard-working person seeking a co-op or internship with career options in the 3D graphics industry with a focus on modeling and texturing.

Employment

Cage Manager / Lab Technician October 2014 – Current

RIT 3DDD Equipment Cage

Inventory and organization of equipment

Checking out equipment to students

Laborer / Installer June – August 2015, 2014, 2013

Honey-Do Handyman

Installation of Louvered Roof and Shade Tree Systems

Personal Skills

Cub Scouts & Boy Scouts

-Eagle Scout

Played the Alto Saxophone

-Marching, Symphonic & Jazz Bands

Assistant Drum Major of the Freeport Area Marching Band 2013

Education

Rochester Institute of Technology August 2013 – Current

3D Digital Design B.F.A.

Freeport Sr. High School August 2009 – June 2013

Academic Honors

Summa Cum Laude

Software

- Autodesk Maya and Mudbox
- Adobe Photoshop, Illustrator, After Effects, Premiere
- Unreal Engine 4
- Z-Brush
- 3D Coat and 123D Catch

Skills

- 3D Modeling and Texturing in Autodesk Maya
- 3D Sculpting in Autodesk Mudbox and Z-Brush
- Compositing in Adobe After Effects and Premiere
- Retouching in Adobe Photoshop
- Level creation in Unreal Engine 4
- Experience with Adobe Illustrator

Exhibitions

The Garden, The 8th International Conference on Interactive Digital Storytelling Art Exhibition, Copenhagen, Denmark, Nov. 30-Dec 4, 2015, as 3D Modeler.

Awards

- RIT Dean's List Fall 2014
- Boy Scout Eagle Award 2013
- National Honor Society 2012