

Noah S. Gunther

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EXPERIENCE

Freelance Digital Artist and Designer, NY

October 2017 – Present

- Edited websites including mirasbigdays.com and coyoteridgelodge.com and created logos.
- Used Adobe CS extensively to create videos, design media, and edit images.
- Created, rigged, and textured 3D models and rendered them into images and animations.

Rashaad Newsome Studio, Brooklyn, NY

Studio Assistant, June 2017 – Present

- 3D modeled in Autodesk Maya and Cinema 4D and rendered footage.
- Created and edited animations, keyed footage, and edited for effects in After Effects.
- Produced, edited, and vectorized graphics in Adobe CS.

The Wormfarm Institute, Reedsburg, WI

Arts Administrative Intern, Summer 2015

- Processed invoices, created documents for publication, and many other miscellaneous tasks.

Lawrence University, Appleton, Wisconsin, IT Department

Student Technician, Academic Years 2015-2016, 2016-2017

- Performed any necessary maintenance on university software and hardware.

Lab Runner, Academic Years 2013-14, 2014-2015

- Performed diverse maintenance tasks, working with university printers and computers.

The Lawrentian, Appleton, WI (lawrentian.com/archives/author/noahgunther)

News Editor, Academic Year 2015-2016

- Assigned topics to and managed news team, edited articles for content and copy, wrote headlines, and arranged layout in Adobe InDesign.

Staff Writer, Academic Year 2014-15

Flexion Incorporated, Sun Prairie, WI

Development Team Intern, Summers 2011 - 2013

- Helped create asset-tracking application (code available at github.com/welred).
- Used PHP and the Codeigniter framework, as well as in HTML and CSS to create web applications. Also used MYSQL for database management with PHPMyAdmin.
- Tested functionality of projects using Selenium IDE.

EDUCATION

Lawrence University, Class of 2017 (Cum Laude) – Bachelor of Arts in English and Studio Art

SKILLS

- Adobe CS (Photoshop, Illustrator, InDesign, Premiere, After Effects, Dreamweaver).
- 3D modeling, rigging, animating, texturing and rendering in ZBrush, Maya, C4D and Quixel Studio, as well as Houdini, Realflow, and Forester for C4D.
- HTML, CSS, PHP (Codeigniter), MYSQL, Python (Django), Javascript, C++, and Git.
- 3D printing and 3D scanning, including converting scans to working model files.
- Unity engine, including developing for VR systems, and motion tracking in Vuforia.
- Ableton Live, Audacity, Vocaloid (w/ phonetic libraries).