

Noah S. Gunther

25-30 30th road, Apt. 3E, Astoria, NY 11102

(608)556-1804 – noahgunther.com – noah.gunther@gmail.com

EXPERIENCE

3D design lead, Natural Synthetics, NY

April 2018 – Present

- Created miscellaneous 2D and 3D animations for branding, loading states, rest states and UI for a mobile app. Animations created in After Effects, C4D, RealFlow (for particle-based animation) and Unity. C4D animations rendered in Octane.
- Created and modified skeltal rig and facial blendshapes for human head reenactment rig.
- Modeled / sculpted, UV unwrapped and animated geometry for human body / head, eyes, tongue, jaw, hair, clothing, and miscellaneous environmental objects. Also sculpted high-poly geometry in ZBrush to bake onto low-poly geometry as normal and displacement maps.
- Created textures for skin (including normal, specular, roughness, ambient occlusion, and subsurface scattering / translucent maps), eyes, clothing, mouth, makeup, wrinkles (normal maps animated with facial deformations) and chose colors for hair.
- Created splines for hair (including head hair, eyebrows, and eyelashes) and set physics settings in Unity.

Freelance Digital Artist and Designer, NY

October 2017 – April 2018

- Used Adobe CS extensively to create videos, design media, and edit images.
- Created, rigged, and textured 3D models and rendered them into final products.

Rashaad Newsome Studio, Brooklyn, NY

Studio Assistant, June 2017 – October 2017

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

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

EDUCATION

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

SKILLS

- 3D modeling, rigging (and weight painting), animating, and rendering in ZBrush, Maya, C4D, and Blender -- rendering primarily in Octane with experience in Arnold and Blender cycles.
- Working with complex rigs and characters created in DAZ, creating and animating clothing meshes from Marvelous Designer / CLO for figures.
- UV unwrapping / texture creation in Substance Painter, Quixel Suite, and Photoshop, including creating animated textures, baking normal maps from high-poly geometry, and developing texture maps from photos or references.
- Particle system animation and rendering such as hair, fog, cloth and fluid simulation in RealFlow, Houdini, Cinema4D, and Blender.
- Image editing, vector and motion graphic creation, and effect work (keying, color correction, rotoscoping) in Adobe CS (primarily Photoshop, Illustrator, After Effects, InDesign, Premier).
- Version control software such as Git.
- 3D printing and 3D scanning, including converting scans to working model files.
- Unity engine, including developing low-poly figures and environments (some work with VR systems, and motion tracking in Vuforia). Also some experience with materials and meshes in Unreal engine.
- Audio editing in Audacity, Ableton Live, Audacity, and Vocaloid (w/ phonetic libraries).