Thomas G. Webber

3D Artist

Passionate creator and 3D artist with over 6 years of experience working in 3D modeling and other digital design software. Proficient in 3D modeling for games, including high-poly, UVing, and baking to low poly using traditional or PBR-based textures. At CFB Gagetown assisted in the operation and maintainence of modern 3D printers and the development of large-scale 3D printing projects.

Experience

2015 - 2016

3D Intern

CFB Gagetown

- Created 3D architectural models to exact specification using technical drawings in 3ds Max.
- Textured and baked high-quality 3D models into low poly engine-ready assets.
- Cooperated with many team members and leaders on a multi-team project.
- Selected to operate and maintain state-of-the-art 3D printers.
- Added 3D-printing support to existing 3D models.

Achievements:
- Designed a 3D-printable demonstration and training prop for use by the Canadian Forces.
- Assisted in production of large-scale 3D-printing client projects.

Education

2012 - 2015

AA, 3D Modeling & Motion Capture

Nova Scotia Community College, Truro, NS.

Specialization

3D Printing: Performing all steps of the 3D-printing process including creation of print-ready 3D models, operating and maintaining modern 3D printers (material extrusion, material jet, and powder bed printers) and finishing 3D printed assets.

Motion Capture: Qualified motion capture artist, capable of recording live actors in studio and applying captured animations to 3D characters using Autodesk Motionbuilder.

Game Design: Minored in game design theory and practice. Experienced with Unity and Unreal game engines and familiar with the entire game development pipeline as well as standard practices for 3D modeling for games.

Personal Info

Phone

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E-mail

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Website

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Software

Autodesk: 3ds Max, Maya, Motionbuilder
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Adobe: Photoshop, Illustraitor, After Effects
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Substance: Painter, Designer
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Game Engines: Unity, Unreal
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Skills

Hard Surface Modeling
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Texture Mapping
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3D Printing
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Game Design
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Teamwork/Collaboration
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Problem Solving
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