

# GRANT ANDERSON

## 3D Artist

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### EMPLOYMENT

#### Happy Mushroom/Narwhal Studios

##### VAD Environment Artist I - III(Senior) | 08/21 - Present

Contributed to two unreleased LFL projects and one unannounced UE5 project. Created and assisted in the design of virtual LED Volume sets for use in VR Scouts and Prelights in UE4. Delegated work as a Set Owner and often assisted Key Creatives directly. Responsible for generalist tasks including asset creation, lighting, baking, shading, optimization and experimentation.

##### Freelance 3D Artist | 7/20 - 8/21

Generalist tasks based on client needs including modeling, texturing, shading, lighting, FX and UE4 previs.

##### Phosphene FX | Digital Artist | 6/18 - 7/20

Provided a wide variety of CG support using 3ds Max, Houdini, Vray and Nuke for films and TV shows including *In The Heights*, *The Devil All the Time*, *The Survivor*, *The Plot Against America*, *Hunters*, *Marvelous Mrs. Maisel*, *The Deuce*, and *Escape at Dannemora*.

#### Pixar Animation Studios

##### Set Modeling and Dressing Intern | 6/17 - 9/17

Worked closely with the Art Director and Sets Lead to create sets and props based on concept art and reference images for *Incredibles 2*.

##### MAKE | 3D Generalist Intern | 6/16 - 8/16

Responsible for various studio tasks including modeling, look development, environment design, compositing, greenscreen, rotoscoping, and tracking.

### SOFTWARE KNOWLEDGE

Maya	Marvelous Designer
Houdini	Marmoset Toolbag
3ds Max	Nuke
UE 4/5	Adobe Suite
ZBrush	Reality Capture
Substance	(You name it, I have probably tried it!)
Blender	

### EDUCATION

Savannah College of Art and Design (SCAD)  
B.F.A. in Visual Effects  
Class of 2017