

# LIAM ELIAS

## 3D DESIGNER

### EDUCATION

#### **BFA: Graphic Design, Interactive Print & Screen**

Kean University,  
Michael Graves College,  
Robert Busch School of Design, Union NJ  
Magna Cum Laude, 3.8 GPA, May 2019

### SKILLS

3D Modeling, Materials, Texturing,  
Lighting, Set Dressing,  
Procedural Simulation Experience,  
Cloth Dynamics, Concept Art,  
Storyboarding, Prototyping  
Motion Graphics, Art Direction,  
Experiential Storytelling

### SOFTWARE

Cinema 4D, Autodesk Maya,  
Octane, Redshift, V-Ray, Corona,  
Substance Painter, Substance Designer,  
Marvelous Designer, Zbrush,  
Unreal Engine 4, Unity, AR/VR

After Effects CC, Photoshop CC,  
Illustrator CC, Adobe XD CC, Indesign,  
Premiere Pro, Microsoft Office, MAC OS,  
iWork Applications, Windows OS, Linux

### CONTACT

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### EXPERIENCE

**JUNE 2017 - 2018**

#### **GLOW, NEW YORK, NY | CREATIVE RESIDENT**

Supported GLOW's social team by developing 3D motion content across their digital platforms.

Introduced creative solutions in pipeline development, leading the team to experiment virtual reality experiences.

Led pre-visualization of prototypes for HBO, Hulu, and TBS networks.

**JAN 2017 - AUGUST 2017**

#### **LIBERTY HALL MUSEUM, UNION NJ | ART DIRECTOR**

Successfully collaborated alongside historians at Liberty Hall Museum to gather research and insights for production.

High poly modeling and texturing of interior environments.

Process development, art direction, and technical direction.

VR Development and optimization.

**AUGUST 2016 - DEC 2016**

#### **AUGMENTED ASBURY | 3D ANIMATOR**

Fully developed, modeled, retopologized and textured assets for animation.

Developed and deployed 3D Animation for "Augmented Asbury:" a free mobile experience involving the reconstructions of historic landmarks in augmented reality.

Optimized custom 3D models to function as overlays on the book, "Augmented Asbury" by Ed Johnston.

### ACHIEVEMENTS

**2018**

#### **SEMIFINALIST | Walt Disney Imagineering Competition**

Led a multi-discipline design team of Architecture, Interior, and Graphic Design students.

**2018**

#### **SPEAKER | Designing Immersive Experiences with Impact | Haworth, MI**

**2018**

#### **PRESENTER | Kean University, Research Days | Liberty Hall 360**

**2017**

#### **RECIPIENT | Michael Graves, Visual and Performing Arts | Full Scholarship**