

Andrew Truax

3D Modeler

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SOFTWARE SKILLS

Autodesk Maya	Blender	Substance Painter	Rokoko Motion Capture
Unity	After Effects	Illustrator	Photoshop
Premiere Pro			

TECHNICAL SKILLS

3D Modeling	3D Animation	Game Development
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EXPERIENCE

Phonic Bloom | August 2024 - December 2024

An interactive Augmented Reality (AR) mobile application that interprets the data sculpture in the Woodland Community Library's children's reading room both sonically and visually to a variety of audiences.

- Modeled 11 variations of the 290 data sculptures produced by Superfab
- Spearheaded the ideation process, developing innovative approaches to the presentation of the 3D models in the AR environment
- Led a team of game developers and animators to develop a project from concept to completion and ensured that deadlines were met

Void-Theta: Nightmare Oblivion | June 2024

An animation project that utilizes Rokoko technology to explore and test its motion capture capabilities.

- Developed project and created 14 3D models
- Designed custom textures for all main characters and all the props using Substance Painter
- Produced two 3D animations while using Rokoko Studio for realistic human motion

The Apex Dragon | March 2022

An animation produced involving animals such as Komodo dragons and a Biaro flying dragon.

- Created, textured, and animated six 3D models
- Produced the script for the one-minute story
- Led a team of two to produce the animation in Maya

Palace of Pain | December 2021

An animated 3D narrative involving a chess match.

- Developed eight 3D models and executed animations for both King chess pieces
- Produced the script for the one-minute story
- Led a team of four to create an animation in Maya

EDUCATION

Bachelor of Arts in Digital Technology and Culture, WSUV | December 2024

WORK EXPERIENCE

Sorter | Tonkin Parts Center | 2022-2024

Organized small auto parts into bins. Scanned all organized parts into their own specific locations.