

# Zachary Humbert

## Digital Creative Designer

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### SKILLS

Hard Surface Modeling • Set/Level Design • 3D Sculpting, Animation • 3D Printing • Texturing  
Character Concepts • Lighting • Video Editing • Graphic Design • Rendering • Character  
Modeling • Visual Displays • Photogrammetry • Lidar/LaserScan Compilation

### SOFTWARE

Autodesk 3dsMAX • Maya • Blender • Mudbox • After Effects • Sculptris • Zbrush • InDesign  
Photoshop • Illustrator • AutoCAD

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### EXPERIENCE

#### **3D Artist, Basement Games Studios** - *Remote*

MARCH 2022 - PRESENT

- Convert 2D NFT images into 3D models for use in video games and animations
- Craft textures and materials for 3D models/traits
- Collaborate with technical artist team to implement assets

#### **AutoCAD Engineer/3D Artist, SKE Forensic Consultants** - *Oakland, NJ*

MARCH 2018 - APRIL 2021

- Constructed and modified AutoCAD drawings of automobile accident scenes
- Compiled 3D scan-data into point cloud models for measurements and analysis
- Generated reconstruction simulation animations from forensic evidence

#### **Visual/Creative Designer, Holiday Image LLC** - *Harrison, NJ*

APRIL 2014 - JANUARY 2018

- Conceptualized designs for holiday displays and installations
  - Outlined detailed specs for manufacturing and production
  - Designed and composed presentations to pitch for potential clients
  - Worked directly with client companies to develop designs that meet their needs
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### EDUCATION

**Bachelor of Arts, New Jersey Institute of Technology** - 2008 - 2012