

# Waverly Hart

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## SENIOR 3D MODELING ARTIST

Professional 3D/2D artist with 6 years of experience across a broad range of app programming, and technical artist disciplines. Well-developed project management and leadership abilities to create VR simulations, product launches and branding to ensure simulation and application success.

### AREAS OF EXPERTISE

- 3D Modeling
- Environment level creation
- Environment Modeling
- Character Modeling
- Vehicle Modeling
- Creature Modeling
- Prop Modeling
- Hard Surface Modeling
- UV Mapping
- Character Rigging
- Shader Creation
- Material and Texture Creation
- Environment Lighting
- VFX
- Prop Animation
- Character Animation
- 2D Icons & Logos
- UI/UX Design
- 2D Print Design
- Vector Illustrations
- VR/Mobile App Optimization
- Presentations
- Team Building & Leadership
- Verbal/Written Communication

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## PROFESSIONAL EXPERIENCE

### Tennessee Tech's iCube | Cookeville, TN

Manager of VR Development/Lead Artist

3D Artist/VR Programmer

2015 - Present

2019 - Present

2015 - 2019

iCube is a leader in using technology to solve complex public policy problems. We accomplish the goals of our clients through critical thinking, long term solutions, and by leveraging the talents of our interdisciplinary team. The students, faculty, and staff of iCube use marketing strategies and emerging technologies such as virtual reality to advance collaborative solutions for education, training, public policy campaigns, and other statewide, regional, statewide, regional, and national initiatives.

Specifically I have over 5 years of experience working to create and texture 3D hard surface models, avatars, characters, creatures, environments, vehicles and props. I work with a small production team to create VR simulations, games, and apps, augmented reality (AR) apps, iOS apps, and Android apps. You can view my projects at [ArtStation.com](http://ArtStation.com).

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### PROFESSIONAL DEVELOPMENT AND TECHNICAL PROFICIENCIES

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#### EDUCATION

**Bachelor of Science, Web Development - 2016**

Tennessee Technological University, Cookeville, TN

#### TECHNICAL SKILLS

Autodesk Maya, Arnold, Blender, Pixologic ZBrush, Adobe Photoshop, Illustrator, XD, InDesign, Dreamweaver, Premiere Pro, After Effects, Substance Painter, Substance Designer, Unity3D, Visual Studios, Shadergraph, C#, C++, HTML, CSS, JavaScript, Microsoft Suite