TAY KATZ

3D ARTIST AND GAME DESIGNER

305-979-1042
taylkatz@gmail.com
www.taykatz.com

Innovative and adaptable game designer with 2+ years of experience focusing on engaging and user-centered designs. Capable of working efficiently individually or in team-based environments to create relevant models for diverse environments.

EXPERIENCE

SOLO GAME DEVELOPER — Dec 2022-April 2023
Created my own game called *Lamplight*

- Created original props to thematically assist the environment
- Built, rigged, and animated the main character
- Successfully captured high-resolution renders using assets
- Showcased game in an art exhibition

PROP DESIGNER AND VFX ARTIST — June-August 2022
Worked on *2099* for Doppio Entertainment

- Designed, modeled, and 3D printed costume pieces for Spider-Man suit
- Created action VFX shots for Spider-Man's webs
- Worked as PA with on-set experience

SKILLS

- Blender
- Unreal Engine
- High and low poly modeling
- Prop design
- Environment design
- Character animation
- 3D conceptualizations using artistic values
- Project management and collaboration
- Adaptability
- Able to export models from 3D software to game engine

EDUCATION

B.A. GAMES AND INTERACTIVE MEDIA DESIGN
Focus: 3D modeling and level design
High Point University | 2018-2022

B.A. STUDIO ART
Focus: Sculpture and 3D mediums
High Point University | 2021-2023