

ELDRIDGE "REGGIE" FELDER

Digital Artist



📍 Denver, Colorado
☎ 504-236-7774
✉ eldridge.felder@gmail.com
🌐 artstation.com/teriander

SUMMARY

Highly creative and multitalented Senior Digital Artist with extensive multimedia, animation, and computer visualization design experience. Skilled in virtually translating subject matter into concrete designs and renderings for a wide range of presentations and training products. Outstanding project management, collaborative, and interpersonal skills to build exceptional rapport with clients and team members. Areas of expertise include...

- Architectural Visualization
- Panoramic Animation
- Game Ready Assets
- Interactive Experiences
- Virtual Reality
- Modeling, Texturing, Lighting
- Post-Production
- Team Leadership
- Python Scripting

WORK EXPERIENCE

2013 - Present Animation / Visualization Manager

WORTHGROUP ARCHITECTS – DENVER, COLORADO

Oversee and manage animation and visualization projects for hotel and casino properties, including production of 3D visualizations of architectural animations using 3D Max, V-Ray, and Unreal Engine 4 for real-time or pre-rendered animations. Utilized virtual reality experiences using Unreal Engine 4 and HTC Vive to provide clients with an accurate representation of their project on screen before construction since 2016. Developed and maintained an in-house render farm, source control with Perforce, 3D software, and hardware on all employee machines.

Accomplishments:

- Provide continuous cost savings to firm by creating in-house visualizations as opposed to outsourcing.
- Served as one of the first creators of an architectural virtual reality scene utilizing the Unreal Engine and Vive Pre to attract and convince several clients to select WorthGroup as their lead firm for construction.
- Helped secure multiple contracts with architectural visualization presentations such as the Mystic Lake Hotel and Convention Center, with a construction budget of \$104M and the Dakota Magic Casino with a \$25M construction budget.
- Created in-house tools with Python scripting to simplify development processes.

2012 - 2013 3D Artist / Graphic Designer

MTS TECHNOLOGIES - SAN ANTONIO, TEXAS

Contributed to the design and development of interactive training programs for the federal government, military, and private contracts by creating 3D animations in 3D Max. Created interactive learning tests and training for U.S. Army Officers in Flash and Unity.

Accomplishments:

- Helped recreate combat scenarios as a training tool for future combat soldiers.
- Constructed a render farm to expedite our animation production pipeline.

2005 - 2012 Senior 3D Artist

STEELMAN PARTNERS LLP - LAS VEGAS, NEVADA

Effectively led team in creating animations that secured multiple casino and hotel projects for the company. Created, modeled, textured, and rendered architectural animation designs using 3D Max and V-Ray software. Assisted in post-production by improving images with Adobe After Effects or Photoshop.

Accomplishments:

- Helped secured multiple hotel and casino renovations with detailed animations and still renderings.
- After first year, promoted to Senior 3D Artist.
- Trained new artist how to properly maintain large scenes and proper workflows with complex projects.

2001 - 2005 Multimedia Specialist, Corporate Marketing

PAN-AMERICAN LIFE - NEW ORLEANS, LOUISIANA

Maintained and developed the company's web content utilizing ASP.NET and Adobe Flash. Created public endorsement for the products of the company, including 3D animations by using Maya and Flash presentations. Provided support to graphic designers by creating print materials utilizing Adobe Photoshop, Illustrator, and PageMaker

Accomplishments:

- Attracted new clients by updating the company's website design with a fresh and modern design.

TECHNICAL SUMMARY



Primary Applications

- 3DS Max
- Unreal Engine
- V-Ray
- Photoshop
- Premiere
- After Effects
- Substance Painter
- Windows OS



Secondary Applications

- Davinci Resolve
- XYZ Design Anima
- Blender
- ZBrush
- Unity
- Maya



Other Applications

- FL Studio (Music)
- RealFlow
- 3D Coat
- Additional licensed plugins for 3DS Max



EDUCATION

- 2016 Bachelor of Fine Arts, Game Art - Graduated Cum Laude
Rocky Mountain College of Art & Design
Denver, Colorado
- 1999 Associate of Arts, Computer Graphic Design
Remington College
Metairie, Louisiana

CAREER DEVELOPMENT

- V-Ray and Phoenix FD Beta Tester
- Annual Siggraph Conference Attendee
- Self-taught programmer in Python and C#
- Constant networking in the Gaming and Animation industry
- Passion for game development
- Direct Autodesk Technical Specialist Training