

Sam De Lara

3D Generalist

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EXPERIENCE

3D Artist Lead | Aug 2019 - Present

3XR, Inc - Wakefield, MA

- ▶ Directs 3 artist teams and the platform QA feedback team on a day-to-day basis
- ▶ Creates scripted tools to maximize 3D & AR development from Blender to the web
- ▶ Deploys real-time 3D assets and authors guidelines to external artists for workflow

3D Artist | May 2019 - Aug 2019

- ▶ Created real-time 3D assets in a fast turnaround time in Blender & Substance Painter
- ▶ Furthered solutions to technical problems with leading innovators in the AR & VR industry
- ▶ Launched photogrammetry and 3D solutions for upgrading the 3D asset creation process

3D Artist | Jan 2019 - Feb 2019

Eagre Games - Bangor, ME

- ▶ Produced real time 3D models for ZED on a quick turnaround time in Maya
- ▶ Collaborated with Art Director to create assets that matched the existing game look
- ▶ Trained with game industry veterans with experience of 60+ years in industry

Multimedia Generalist | Jan 2018 - Dec 2018

Boston Red Sox - Boston, MA

- ▶ Created first 3D content to be publicly used for Augmented Reality initiatives in MLB
- ▶ Corresponded directly with Major League Baseball to execute 3D & 2D AR projects
- ▶ Deployed 3D content with Lens Studio used on multiple occasions by over 10,000 users

Designer & Animator | Jan 2017 - Sep 2017

Bare Tree Media - Boston, MA

- ▶ Created custom digital stickers for brands like Garfield, Bojack Horseman, and Saban
- ▶ Collaborated with design team to create trading cards, animations, and other media
- ▶ Produced custom emojis for Game Show Network TV show Emogenius with the team

Artist Internships

- ▶ **Animation Intern** Malka Media Group | May 2016 - Aug 2016
- ▶ **Visual Effects Intern** Brickyard VFX | Sep 2015 - Apr 2016

RECOGNITION & COMMUNITY INVOLVEMENT

Game Developers Conference Conference Associate | 2021

The Khronos Group Asset Creation Guidelines Contributor | 2020

Augmented Reality for Enterprise Alliance 7th Research Project Contributor | July 2020

SIGGRAPH Asia Student Volunteer | Nov 2019 & Dec 2020

SIGGRAPH Student Volunteer | Aug 2018 & 2019

ZED Shipped Video Game Credit | May 2019

GENERAL SKILLS

Leadership Communication
Teamwork Problem Solving
Self-Motivated Attention to Detail

TECHNICAL SKILLS

Modeling Python
Texturing C#
Animation Tool Scripting
Rendering Rigging

SOFTWARE EXPERTISE

Unity Blender
Maya Substance Painter
Zbrush Unreal Engine
Photoshop Illustrator
After Effects

EDUCATION

May 2019

Northeastern University

*BFA in Media Arts,
Concentration in Animation*

Minors in Game Art & Graphic Design

AWARDS

▶ Most Fun Hack, Top 5 AR Experiences Finalist

MIT Reality Hack | Jan 2020

▶ Unity & Boston Symphony Orchestra Prizes

HTC & MIT Reality

Virtually Hackathon | Jan 2019

▶ Winner of the Reel 2 Reel Student Film Festival

FilmFreeway | Nov 2017

▶ Best Vive Hack, Second Prize in VR

HTC & MIT Reality

Virtually Hackathon | Nov 2017