

# Charles Gunter

3D Artist Professional | Visual Storyteller

**Portfolio** [www.CharlesGunter3D.com](http://www.CharlesGunter3D.com)

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Passionately enthusiastic 3D Artist with **10+** years experience in creating visually compelling stories, through animation and imagery, amongst many projects for clients such as HP, Dell, Alienware, Microsoft and more. Utilizing my continually evolving skills in modeling, shading & texturing, lighting, rendering, compositing and animation, I've improved overall quality and efficiencies within production pipelines.

## Skills

Maya	■ ■ ■ ■ ■	Hard-Surface Modeling	■ ■ ■ ■ ■
3DS Max	■ ■ ■ ■ ■	UV Mapping	■ ■ ■ ■ ■
VRAY	■ ■ ■ ■ ■	Shading & Texturing	■ ■ ■ ■ ■
Redshift	■ ■ ■ ■ ■	Lighting	■ ■ ■ ■ ■
PolyTrans	■ ■ ■ ■ ■	Multipass Rendering	■ ■ ■ ■ ■
Photoshop	■ ■ ■ ■ ■	Compositing	■ ■ ■ ■ ■
Illustrator	■ ■ ■ ■ ■	Animation	■ ■ ■ ■ ■
Substance Painter	■ ■ ■ ■ ■	Open-Mindedness	■ ■ ■ ■ ■
BlackMagic Fusion	■ ■ ■ ■ ■	Organization	■ ■ ■ ■ ■
After Effects	■ ■ ■ ■ ■	Collaboration	■ ■ ■ ■ ■
Deadline	■ ■ ■ ■ ■	Problem Solving	■ ■ ■ ■ ■
Dreamweaver	■ ■ ■ ■ ■	Communication	■ ■ ■ ■ ■
		Time Management	■ ■ ■ ■ ■

## Experience

Dec 2016 – July 2020

### 3D Artist

*Aniden Interactive*

Austin, TX

- Worked closely with both the Animation & Still production teams
- Evaluation / Converting / Cleanup & Prep / Fixing provided CAD data for production
- Look Dev Shading & Texturing / Lighting / Rendering / Compositing work for style-frames
- Generating high quality imagery for Animation / Photo Composite / Print / Web
- Improving methods for Lighting / Rendering / Compositing efficiencies for production pipeline
- Managing Render Farm job priorities based on volume and deliverable timelines

June 2016 – Dec 2016

### Kitchen Staff

*Black's Market Table*

Houston, TX

- Learning kitchen operations regarding quality, cleanliness, safety, organization and efficiency
- In house Recipe / Recipe ingredients preparation for brunch / lunch / dinner services as well as various on-site / off-site / catering events
- Working alongside Executive Sous Chef / Sous Chefs to learn food preparation techniques and handling

Sept 2012 - June 2016

### 3D Artist / Motion Designer

*Adcetera*

Houston, TX

- Compiling / Evaluating / Converting the client provided CAD data
- Prepping clean and efficient 3D files for team production
- Generating the needed models / VRAY Shaders & Textures / Rigging for productions assets

- Setting up Camera Animations / Lighting / Rendering Setups for use in high-rez animations and stylized / photoreal imagery
- Creating animations based on provided storyboards and discussions during team / client meetings
- Compositing work to generate the needed file deliverables for web / print images and animations

Aug 2011 - June 2012

**Injection Molding Operator & Printing Apprentice**

*New-Life Digital Media*

Nashville, TN

- Pulled and Packaged fulfillment orders
- Operated high volume Injection Molding & Screen / Offset printing machinery
- Error and match checked the resulted digital media based on the provided master copies
- Mixed inks for printing based on PMS color formulas assuring a match to the customer provided proof
- Conducted routine cleaning of Injection Molding & Print machinery

May 2008 - July 2011

**3D Artist / Technical Illustrator**

*Aniden Interactive*

Houston, TX

- Conducted teardown meetings with document writers to discuss the graphics needed
- Evaluating of all the provided CAD files and references materials
- Created any needed Modeling / Shading / Texturing / Lighting / Rendering setup / Compositing tasks
- Generating Photoshop composites utilizing rendered assets for various Technical / Photoreal illustrations for use in Web / Print

April 2008 - May 2008

**PC Repair Technician**

*Circuit City*

Orlando, FL

- Conducted diagnosis on faulty systems for repair
- Completed various Hardware / Software repairs
- Created Estimates / Recommendations for customers based on budgetary / usage needs

February 2008 - March 2008

**Internship: Assistant to VFX Supervisor**

*Two Door FX*

Orlando, FL

- Attended Dailies with Director / Production Staff to discuss shot breakdowns and schedules
- Generated Diagrams / Written Explanations of daily shots for use in VFX post work
- Documented Onset Measurements / Placed & Recorded markers for tracking / Took Reference photos / Collected camera information

## Education

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**Bachelor Degree of Applied Science in Computer Animation**

Full Sail University

Winter Park, FL

Graduation Date: February 8<sup>th</sup>, 2008

**Associate Degree of Applied Science in Multimedia**

ITT Technical Institute

Nashville, TN

Graduation Date: June 16th, 2005

## Academic Awards

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**Full Sail University** - Salutatorian of the 2008 Graduating class

**ITT Technical Institute** - Valedictorian of the 2005 Graduating class

**ITT Technical Institute** - Graduated with Highest Honors for Academical Achievements