

Andrew Truax

3D Generalist

andrewtruax.com | andrew.truax@gmail.com | linkedin.com/in/andrew-d-truax | 360-356-5672

SOFTWARE SKILLS

Autodesk Maya	Blender	Substance Painter	Rokoko Motion Capture
Unity	After Effects	Illustrator	Photoshop
Premiere Pro			

TECHNICAL SKILLS

3D Modeling	3D Animation	Game Development
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EXPERIENCE

The NEXT | January 2025 - Current

A digital exhibit by ELL that makes its archives accessible for the next generation and responds to the growing need for open-access, travel-free cultural and research experiences for today's public and scholars.

- Developed new 3D models using Blender for the Viz Space asset library on "The NEXT" website
- Textured all the new models with Substance 3D Painter
- Enhanced pre-existing 3D models and textures from the Viz Space
- Finalized and prepared assets for the web-browser model previewer, Three.js
- Collaborated with peers to ensure assets met project requirements and deadlines

Phonic Bloom | August 2024 - December 2024

An interactive Augmented Reality (AR) mobile application that interprets the data sculpture in the Woodland Community Library's children's reading room both sonically and visually to a variety of audiences.

- Modeled variations of the 290 data sculptures produced by Superfab
- Spearheaded the ideation process, developing innovative approaches to the presentation of the 3D models in the AR environment
- Led a team of game developers and animators to develop a project from concept to completion and ensured that deadlines were met

Void-Theta: Nightmare Oblivion | June 2024

An animation project that utilizes Rokoko technology to explore and test its motion capture capabilities.

- Developed project and created several 3D models
- Designed custom textures for all main characters and all the props using Substance Painter
- Produced 3D animations while using Rokoko Studio for realistic human motion

Palace of Pain | December 2021

An animated 3D narrative involving a chess match.

- Developed many 3D models and executed animations for both King chess pieces
- Produced the script for the one-minute story
- Led a team of four to create an animation in Maya

EDUCATION

Bachelor of Arts in Digital Technology and Culture, WSUV | December 2024