



NATHAN E. GREEN

3D ARTIST & DESIGNER

EXECUTIVE PROFILE

Skilled and resourceful professional with over 14 years of progressive achievements in generating visual media as well as engineering and architectural models and animations. Works well in a team-oriented, collaborative environment. Has the ability to direct co-workers, obtain feedback and communicate effectively with team-leaders in all departments. Excels at managing multiple projects against critical deadlines, resulting in completing projects before the due date, while surpassing client expectations time and time again. Possesses high-caliber design skills with a strong attention to detail and a commitment to excellence.

AREAS OF EXPERTISE

- Expert in Photoshop, SketchUp, Blender, Maya, Lumion, Twinmotion, Vray, Cycles, Eevee, UE, Adobe Character Animator, Toon Boom Harmony, Premiere, & After Effects.
- Proficient in AutoCAD, 3DS Max, Illustrator, Modo, Rhino, Unity, Cinema 4D, Mudbox, & ZBrush
- Multi-Generational, Award Winning, Classically-Trained Studio Artist, 2D Animator, Graphic Designer, Painter, and Sculptor
- Innovative Design, Research & Development, & Intra-Office Communication, Project Management, & Team Lead.

CONTACT DETAILS

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MAIN INTERESTS

- Workflow Efficiency
- AI Enhanced Shortcuts
- Physics Based Simulations
- Real Time Character Animation
- Digital & Traditional Painting
- Industrial & Architectural Design
- Game & VR Design
- Video Production & Editing

EMPLOYMENT HISTORY

3D & VR LEAD DESIGNER

TEAM MOBIUS | 2016 - 2018 | Orlando / Los Angeles

Lead 3D Modeler and Animator, Detailed Site Models, Architectural Detail Design, Photorealistic Renders and Animated Flythroughs, Models for Direct 3D Printing Reproduction, VR Design, Unreal Engine Blueprint Programming, Sound Design, Motion Graphics, VR Scene Asset Coordination and Planning

SENIOR PROJECT DESIGNER

ITEC ENTERTAINMENT | 2013 - 2016 | Orlando / Beijing

Lead 3D Designer & Model Manager, Trained Staff in SketchUp, Maya, & Photoshop, Streamlined the Modeling Process, Developed Step by step Processes for Cross-Platform Workflows, Updated Models in real Time During Client Meetings, 3D Animated & VR Ride Experience Design.

GRAPHIC DESIGNER / 3D MODELER / ANIMATOR

FREELANCE | 2009 - Present | Orlando / Hong Kong / ShenZhen

Master Plan Design & Illustration, 3D Architectural Visualization, Modeling for 3D Printed Rapid Prototyping, Page Layouts, Diagrams, Watercolor Renderings, 2D & 3D Animation, Logo Design, Story Book & Graphic Novel Illustrations.

GRAPHIC DESIGNER / 3D MODELER

OBM INTERNATIONAL | 2007 - 2009 | Madrid / Miami

Streamlined Photoshop Illustration Workflow, Architectural Visualization, Modeling, Renderings, & Flythrough Animations, Diagrams, Illustrated Elevations, Sections and Plans, ZCorp 3D Printed Models

GRAPHIC DESIGNER / 3D MODELER

HHCP ARCHITECTS | 2005 - 2007 | Maitland

Photoshop Illustrated Master Plans & Elevations, Architectural Visualization, SketchUp and 3DS Max Modeling and Rendering, Concept 3D Models, Layouts, Diagrams, Flythrough & Sun Study Sketchup Animations, Landscape Design

CAREER HIGHLIGHTS

ITEC / WANDA MOVIE PARK

ULTIMATE ENERGY & POWER OF NATURE | Wuhan 2014

Site SketchUp Models, Engineering & Show Equipment Models, Walkthrough Animations, Show Equipment Simulation Animations, Projection Mapping Experimentation, Retail Design

TEAM MOBIUS / UNIVERSAL STUDIOS JAPAN

MINION PARK | Osaka 2017

Interior and Exterior Complete Site SketchUp Model, Architectural Detail Design, Flythrough Animations, Rapid Prototype Asset Design & Modeling VR Site Walkthrough, Themed Prop Design, Kiosk Design