

# MYLES TAFT

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Innovative, dedicated creator looking for entry-level position or internship creating 3D environmental art in video games. Collaborated on Indie projects for fun and gained skills through Udemy, Youtube, Polygon Forums and Blender Stack Exchange, developing experience in Blender, 3D Studio Max, Substance Painter, Photoshop, and GIMP. Highly motivated for quickly adapting and incorporating new 3D software, techniques, and art styles, specializing in photo realistic props, 3D environmental modeling, and texturing.

## TECHNICAL SKILLS

Low-poly Modeling  
UV Mapping  
High-poly Modeling  
Native English Speaker  
Extremely Motivated

Environment Modeling  
Prop modeling  
PBR Texturing  
Passion for art and gaming  
Hardworking and Fast Learner

## EDUCATION

2014

**HIGH SCHOOL DIPLOMA, CORNERSTONE CHRISTIAN SCHOOL**

GPA 3.7

## WORK EXPERIENCE

**JUNE 2013 - MARCH 2016, FEBRUARY 2018 - PRESENT**

**LINE COOK, APPLEBEE'S BAR AND GRILL**

- Maintained integrity of stations during \$1,800-\$2,000 peak hours
- Demonstrated multitasking and work ethic in managing two stations during peak hours
- Communicated and coordinated with Line Team to handle high demand and stocking

**AUGUST 2016 - FEBRUARY 2018**

**GLASS INSPECTOR/DESIGNER, BOROBATCH**

- Managed the entire manufacturing process from concept to completion - from design, to chemical mixing, to testing, to producing, to kiln glass extraction, to quality inspection
- Conducted research and development on chemical compounds, new combinations, and product alterations and improvements
- Supervised sorting personnel to ensure organization of materials for packing