

Lauren Sudak

3d Artist

 <https://laurensudak.wixsite.com/portfolio>

Contact

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 Fort Dodge, Iowa

Education

Texas A&M University

Magna Cum Laude

- B.S. in Visualization
- Minor in Game Design/Dev.

Proficient in:

- Substance Painter
- Substance Designer
- Maya
- Blender
- 3DS Max
- Unreal Engine
- Adobe Suite
- Google suite
- Microsoft Suite
- Vray renderer
- Corona renderer
- Photoshop

Work Experience

Technical Designer

Lennar, Remote - June 2025 to Present

- Utilized spec sheets, construction docs, and cabinet plans to ensure accurate home renderings.
- Reported bugs and offered solutions to improve their proprietary tool further.
- Created tiling materials based on flooring, wallpaper, and siding that are used in Lennar homes.
 - Substance Painter, Photoshop

Freelance CG Artist

Rally Builds, Remote - June 2025 to Present

- Created true-to-size visualizations and provided measurements for fabrication documents.
- Created renders for presentations, pitch decks, and project proposals.
 - Programs used: Blender

Webtoon Artist - "Shades of You"

Remote - November 2024 to May 2025

- Created character models and textures based on concept art I made.
- Rigged and posed characters for comic stills with Rigify
- Lit and rendered through Blender's Eevee renderer.
 - Programs used: Blender, Substance Painter, Procreate

3D Artist

Steelman Partners, Las Vegas, NV. - August 2024 to November 2024

- Created renderings of architectural spaces like hotels, lounges, and lobbies.
- Implemented AutoCAD plans from architects, design plans from interior designers, and feedback from the lighting team to visualize spaces for clients.
 - Programs used: 3ds Max, Blender, Corona Renderer, Photoshop, Substance Painter & Designer

Junior CG Generalist

Daltile Inc, Dallas TX. - July 2022 to Dec 2023

- Created a variety of architectural visualizations to showcase tile products in a variety of settings.
- Involved in all parts of the production pipeline to ensure projects were completed on time.
- Consistently worked on 6+ projects at a time for multiple clients.
 - Programs Used: 3ds Max, Vray Renderer, and Photoshop