



GRANT DYER

3D PRODUCT VISUALIZER

PROFILE

3D product visualization artist focused on translating physical products into digital assets. My contributions extend across the product lifecycle, including support for product development, creation of packaging art, and creation of digital assets like e-comm images and animations. Proficient in industry standard workflows and software.

WORK EXPERIENCE

3D Product Visualization Artist
Tactile, 2023 - Present

- Create high fidelity renderings and animations for e-comm and marketing materials for clients including Xbox, Stanley and Amazon.

Digital Model Artist
Hasbro, 2020 - 2023

- Digitally paint and render toys and figures for both manufacturing and marketing purposes.
- Translate high definition assets into low poly models for use within AR/VR applications.

Industrial Design Work-study
SCAD, 2019

- Assist the SCAD Chair of Industrial Design to prepare for department events, meeting and daily administration assistance.
- Create a display model for Milan Design Week and prepare event details for the department.

SKILLS

Technical

Product visualization
Look Development
Animation
Physically Based Rendering
Texturing
Poly and NURBS Modeling
Environment Design
Lighting
Digital Soft-goods
Particle/VFX Simulation
Post FX Compositing
Mechanical Rigging
CAD/NURBS Remeshing

Soft Skills

Detail Oriented
Complex Problem Solving
Cross Team Collaboration
Time Management
Project Prioritization
Adaptability
Clear Communicator

Software

Cinema 4D
Blender
Keyshot
Redshift
Cycles
Substance Painter
CLO/Marvelous Designer
Photoshop
Illustrator
After Effects
Premiere

EDUCATION

B.F.A Industrial Design
SCAD 2015-2020
4.0 Major GPA

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GMDYER.COM

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