

Sean LaRusso

3D Artist/ VFX Artist/ Motion Graphics Artist

Coconut Creek, FL 33073

sean.larusso@gmail.com

954-540-3164

Experienced 3D artist with 3 years work experience seeking position in 3D animation industry to utilize specialized skillset.

Authorized to work in the US for any employer

Work Experience

Freelance Graphic Designer

Brandstar Studios - Coconut Creek, FL

March 2021 to July 2021

Created Motion graphic videos that were used for background elements during their video production. As well as created a 3D animation of their logo that the company utilizes for self promotion and advertisement of their brand.

Peer to Peer project development

Lynn University - Boca Raton, FL

September 2018 to March 2020

Produced projects that were utilized as advertisement for the Visual Effects Master's Degree program

- MFA Thesis 1: Houdini project incorporating sand simulation and skeleton models assigned motion captured animation clips edited through Motion Builder. Upon having the animations baked onto the separate skeleton models and imported into Houdini, they were assigned appropriate collisions in order to affect the sand particles placed on top and around them. End result being sand that collided and reacted to movements of the skeletons as they trudge through the dry sand.
- MFA Thesis 3: Houdini project incorporating newly implemented colored smoke taking on color data from textures on 3D models. Sculpted a Nike Logo in Maya and applied a red texture map to the model. Once imported into Houdini as a GLB model, a node system was set up with spheres as smoke emitters placed inside the 3D model. The end result was red smoke that took on the color data of the Nike logo's texture being emitted from the spheres and filling up within the confines of the model.

Education

MFA in Visual Effects

Lynn University - Boca Raton, FL

September 2018 to March 2020

BFA in Computer Animation

Digital Media Arts College - Boca Raton, FL

September 2014 to May 2017

Skills

- Maya
- Adobe After Effects
- Adobe Photoshop
- Adobe Premiere
- Graphic Design
- Motion Graphics
- ZBrush
- Post-production
- Content creation
- Anatomy knowledge
- 3ds Max
- Unreal Engine
- 3D animation
- Branding
- Video Production
- Adobe Illustrator
- Video Editing
- Adobe Creative Suite
- Character animation
- Logo design

Assessments

Work style: Conscientiousness — Familiar

February 2021

Tendency to be well-organized, rule-abiding, and hard-working

Full results: [Familiar](#)

Graphic design — Proficient

July 2021

Using graphic design techniques and producing visual media to communicate concepts

Full results: [Proficient](#)

Work style: Reliability — Familiar

August 2021

Tendency to be reliable, dependable, and act with integrity at work

Full results: [Familiar](#)

Advanced attention to detail — Familiar

September 2021

Identifying differences in materials, following instructions, and detecting details among distracting information

Full results: [Familiar](#)

Graphic design — Proficient

July 2021

Using graphic design techniques and producing visual media to communicate concepts

Full results: [Proficient](#)

Basic attention to detail — Proficient

July 2021

Identifying differences in materials, following instructions, and detecting details among distracting information

Full results: [Proficient](#)