

Taylor Medve

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EDUCATION

Savannah College of Art and Design Savannah, GA
Master in Arts, Game Development, GPA: 4.0
2021-2025

Savannah College of Art and Design Savannah, GA
Bachelor's in Fine Arts, Animation: Technical Direction, GPA: 3.8
2016-2021

PROFESSIONAL EXPERIENCE

Associate Visual Effects Designer - Disney Live Entertainment (Visual Media Production)

June 2024 – Present

- Responsibilities include the shared roles/responsibilities of Post-Production Intern.
- Produce Environments and Props to match a previously established style through modeling, texturing, rigging and lighting.
- Assist 2D and 3D aspects of various projects with varying production pipelines.
- Clean and adjust motion capture animation to match real choreography.
- Assist with technical issues throughout project duration in various areas.
- Create animations from logo designs.

Projects Include:

- *The Little Mermaid - A Musical Adventure (Hollywood Studios)*
- *Disney Villains: Unfairly Ever After (Hollywood Studios)*
- *Destination D23 2025 Disney Eats (Logo Animation)*
- *Disney Cruise Line- Adventure Ship Christening*

Post-Production Intern - Disney Live Entertainment (Visual Media Production)

Jan 2024 – June 2024

- Collaborate with Designers and Producers to create 3D character models and rigs along with animation designed after detailed concept art and animatics.
- Create digital textures and materials for characters and environments at a real-world scale with realistic and/or stylized materials.
- Attend meetings on various topics including dailies for artwork, budgeting for future projects and opportunities to meet leadership throughout Disney Live Entertainment.

3D Artist (Freelance) - Luke Hall Media/ RossDraws

March-April 2026

- Produced multiple 3D models and rigs to resemble and move like specific products for a line of merchandise.
- Mapped artist's artworks to the 3D models to match the real merchandise.
- Above assets were used for a story-based merchandise reveal.

Texture Artist - Barnstormer Media

Sept. 2022

- Responsible for texturing one of the main characters and a prop asset for the film.
- Work with other freelance artists on a short deadline to finish assets for the film bible.

Co-Producer, Look Development Lead, Character/Environment Modeler - SCAD Senior Film

May 2020 – May 2021

Film produced is "Peach!"

- Main Roles include Co-Producer, Look Development Lead, Character/Environment Modeler, Texture Artist, Environment Layout Artist, Lighting Artist, Rendering Artist. Additional responsibilities include Animator, Art Book Creator and UX Designer.
- Co-produced the entirety of the film with our director to create a specific style of 2D/3D combination film.
- Experimented with different styles of 3D modeling to support the final 2D concepts for Kiki, the main monkey protagonist.
- Modeled and textured Kiki and the main environment Peach Tree.
- Helped develop the process for the 2D graphic style look for the 3D animated film.
- Assist the director with scheduling of the team's tasks to keep on pace with a one year schedule to complete the film.

FINE ART EXPERIENCE

Center of Fine and Performing Arts Program Participant (Visual Arts)

Woodbridge Senior High School | Woodbridge, VA

2013-2017

LEADERSHIP

Retail Associate Manager Blick Art Material, Savannah GA 2022-2023

- Provide a welcoming environment for both associates and customers.
- Supervise sales and operations to help meet deadlines and goals.
- Conduct receiving, maintaining and reporting of inventory and any discrepancies.
- Assist in training of incoming associates.
- Work with other management to maintain a safe and positive environment.

SKILLS

Design- Character and Environment 3D Modeling/Retopology, Sculpting, UV Mapping, Texturing (Material & Hand Painted), Lighting, Animation, Rigging, Rendering, X-Gen, Cloth Sim, Illustration, Rotoscope

Tools/Software- Maya, Zbrush, Substance Painter and Designer, Unreal Engine, Mari, Marmoset Toolbag, Houdini, several 2D and 3D programs in Adobe Suite, Procreate

Soft- Problem Solving, Team Leadership, Team Organization, Technical Direction, Collaboration, Communication, Brainstorming

RELEVANT COURSEWORK

Technical Direction: Organic Modeling

Technical Direction: Digital Environments & Props

Technical Animation: Animation Look Development

Technical Animation: Cloth and Hair for Animation

Technical Animation: Fundamentals of Character Rigging

Collaborative Experiences in Animation

Game Tech: Materials and Shaders

Game Art: Look Development

Game Tech: Virtual World Building

Game Art: Character Creation and Digital Sculpting

ACHIEVEMENTS

Creative

"Peach" 2021

- SCAD Animation Showcase 2021 Gold Award
- Hobnobben Student Work: Undergrad Winner
- Anim8 Student Film Festival Merit Award
- Nominee/Selected for 20+ Film Festivals Worldwide

Academic

- SCAD Dean's List 2017-2021
- SCAD Achievement and Academic Scholarship 2017-2021
- SCAD Joint Enrollment Scholarship 2016

**References upon request*