

# LINDSAY SEICHTER

3D Artist

linseich.com | lindsay.seichter@gmail.com

Lindsay Seichter is a 3D Artist with several years of experience making 3D art for Augmented Reality. Skilled in the generalist pipeline, she has a deep love of learning and enjoys picking up new skills to enhance her abilities as an artist.

## EDUCATION

### University of Wisconsin - Stout

BFA in Entertainment Design

3D Animation Concentration

UW Stout Honor's College

## SOFTWARE

- Autodesk Maya
- Blender
- Substance Painter
- Substance Designer
- ZBrush
- VRay Render
- Houdini
- Unreal Engine
- Adobe Creative Suite

## REFERENCES

### James Clark

#### Technical Director

Technical Artist

jdclark3d@gmail.com

### Lana Bachynski

#### Senior Animator at Riot Games

Tea Time Animation

lbachynski@riotgames.com

## EXPERIENCE

### LevAR | 3D Artist

(June 2021 - present)

Modeling, texturing, rigging, and animating realistic 3D models of client products from reference for Augmented Reality. Created tools to aid in the modeling pipeline. Created render scenes and animated videos for clients.

### Motion 504 | 3D Artist Intern

(June 2020 - Aug 2020)

Collaborated with team members on project planning and ideation. Assisted in 3D modeling and set dressing for in-house animated short titled "Dough Joe". Designed and animated a stickerpack for social media use on giphy, snapchat, and instagram, etc. Background editing for client commercial animated projects.

### Women in Animation Surfacing Mentorship Program | Mentee

(Sep 2020 - Dec 2020)

Mentored by product designer and talented surfacing artist Meghann Robison. Learning focused on surfacing tips and tricks, overall surfacing pipeline, and surfacing as a job in relation to the animation and gaming industries.

### ACM SIGGRAPH | Student Volunteer

(Aug 2019)

Volunteered roughly 25 hours at the ACM SIGGRAPH conference in Los Angeles. Roles included badge check, door greeter, and room guide.

### iD Tech Summer Camp | Computer Graphics Instructor

(May 2019 - Jul 2019)

Utilized art and design skills to teach video editing courses to kids age 8-18 at iD Tech Technical Camp.

### Nice Moves Mentorship Program | Mentee

(Dec 2018 - May 2019)

Mentored by composer and talented matte painter Ian Vicknair. Focus and learning involved resume polishing, portfolio building, and networking.

### Johnson Fieldhouse | Media Designer

(Jan 2017 - Sep 2020)

Created short animations for the gymnasium jumbotron to be played at home games. Edited videos of team athletes to be played during game breaks. Edited images and compiled questionnaires to be displayed on the jumbotron during game intermissions.