

# BRIAN TRUHLAR

631-664-3955 • brian.truhlar@gmail.com • briantruhlar.com • twitter.com/briantruhlar

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## SOFTWARE/SKILLS PROFICIENT

- Blender
- Unreal Engine 4
- Substance Designer/Painter
- Photoshop/Krita
- Illustrator
- Lightroom

## HAS EXPERIENCE

- Maya(Limited)
  - C++
  - Python
  - Java (Limited)
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## EXPERIENCE

### INDEPENDENT CONTRACTOR, 3D ARTIST

#### Self Employed, August 2015 – Present

Primarily focusing on architectural visualization, I provide realistic and photorealistic renders to clients in a timely, professional, and self-driven manner. Specializing in to-scale modeling with Blender, I am able to provide clients an accurate representation of building revisions and projects, from detailed modeling, to texture and PBR material creation, and finalizing with realistic lighting and rendering. Projects are modeled, textured, and rendered with blender and post-edited with Adobe Photoshop, with properly sized and detailed models lending themselves to virtual reality and adaptation for Unreal Engine 4 as well.

### GRAPHIC DESIGN CONTRACTOR

#### Motorola Solutions, Inc., September 2014 – August 2015

Aided the Industrial design team with transitioning from Motorola to Zebra company ownership. Reviewed and standardized application of the new Zebra logo to existing back catalogs of physical products and future products, keeping in mind requirements for production, readability, and feasibility with different materials. Modeled and rendered new logo concepts for use on products. Modeled, iterated, and rendered architectural visualizations for proposed new work-space construction, allowing for better material and design choices. Modeled and created an industrial warehouse virtual reality demo for a company showcase, familiarizing myself with virtual reality in the process. Cataloged, edited, and standardized the powerpoint and reference/standards documents for the Human Factors team.

### SET MODELER

#### The Magic Movie Machine, November 2010 – March 2011

Worked remotely in a disciplined environment. Was assigned to design and create a visually interesting and appropriate environment for the climax of the short movie. Starting with paper sketches and going through back-and-forth revisions with the lead

project manager, I was able to produce a final scene that would not only be appropriate for the movie but be feasible to work with for other team members as well. Modeling was also done in such a manner to maximize interest and detail near the camera view.

### **INDUSTRIAL DESIGN INTERN**

**Kaleidoscope Animation Inc, Stony Brook, NY June 2010 – August 2010  
(Through Summer Internship Program at Motorola Solutions, Inc.)**

Assisted in design and prototyping of a scanner patent where the scanner would be integrated into lamp housing appropriate for upscale businesses. Strengthened my ability to model to scale and incorporate practically sized tolerances as the final CAD model would be referenced off my base model. Sorted, organized, and cleaned up large collections of vector icons within Adobe Illustrator. Researched and contacted companies selling mid to high-level robotic arms for use in human factors testing, presented results and made recommendations based on findings.

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### **EDUCATION**

**B.S. Electronic Media, Arts, and Communication || Minor: Computer Science**  
Rensselaer Polytechnic Institute, Troy, NY, 2009 – 2013