

Noah Ilbery

3D Artist / Animator

CG Generalist with more than 4 years of experience working in VFX and CG production pipelines.



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WORK EXPERIENCE

CG / VFX Artist Freelance

2018 - Present

Highlighted Work

- Illenium Music Video - Particle Simulation, Tracking, Compositing
- STEP Ad - 3D Modeling, Animation, Simulation, Real-Time Rendering
- SLU Dorm Promo - 3D Modeling, Animation, Real-Time Rendering
- Paris Hilton Perfume Ad - Modeling, Animation, Layout Design
- Final Straw Ad - Rigging, Animation, Rendering

Adjunct Professor Webster University

2021 - Present

Course

- 3D Modeling

3D Game Art Workshop Instructor Webster University

2019

3D Modeling / Animation Tutor Webster University

2018 - 2019

EDUCATION

Bachelor's Degree in Art: Animation Webster University

2016 - 2019 St. Louis, Missouri

SKILLS

3D Modeling

3D Animation

Materials / Texturing

Rigging

Physics Simulations

Photogrammetry

AR / VR

Compositing / Editing

3D Printing

PERSONAL PROJECTS

Irradiance Short Film

- Won Best Digital Effects : 2018 STL SciFi & Fantasy Short Film Festival

Global Game Jam 2018 : STL, MO

- 3D Asset Modeling & Animation

SOFTWARE

Blender

Photoshop

After Effects

Maya

Unreal

Unity

ORGANIZATIONS

Tau Sigma - National Honor Society of Transfer Students

Sigma Alpha Pi - National Society of Leadership and Success