

BAY (BAILEY) VAUGHAN

3D ANIMATOR/
TECHNICAL ARTIST



CONTACT



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LinkedIn

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Portfolio

bvaughan.art



EDUCATION



2022 - 2023

Degree in
Game Production
The DAVE School



2016 - 2020

Bachelor of Science
University of Georgia
summa cum laude



PROGRAMS



Maya



Unreal



Premier Pro



Unity



ZBrush



Photoshop



EXPERIENCE



Technical Artist and Animator

2022- Present

The Mike Attardi Company - "Artifest", "AR Christmas", and other unnamed and custom projects.

- Construct 3D rigs and control groups.
- Combine technical and artistic abilities to accomplish challenging animation objectives.
- Animate a variety of creatures with a full range of emotions and movement.
- Communicate directly with clients and the company owner to make exact animations for the customer.



3D Artist/ Project Lead

Jan - March 2023

The DAVE School - "Sojourn"

- Lead development of project idea and concept.
- Kept artists within style parameter and on task in order to meet deadlines.
- Created 3D assets with high quality textures in Maya 2022 and used them within Unreal Engine 5 in creation of the game.
- Rigged and Animated various sea life and the games main monster.
- Used Unreal Blueprinting for gameplay and asset creation.
- Created sequences and camera movements for cutscenes and gameplay.



Kennel Manager

2020-2022

St. Simons Puppy Paradise

- Managed staff's daily activities and monitored all important tasks including medicine administration and special needs of pets.
- Trained new employees in maintaining a safe and secure environment for clients pets.



SKILLS & EXPERTISE

3D Animation

3D Modeling

Look Development

Project Management

Problem Solving

Rigging (IK + FK)

Jira Management

Unreal Blueprinting