

Theodore G. Laich, Jr.

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3D, VIDEO, INTERACTIVE, WEB – ARTIST

Passionate 3D Generalist who dives deep into bringing art to life, meets tight deadlines, and works well in a group or alone. Applies strong traditional art skills to give personality to objects and scenes that tell stories without saying a word.

PROFESSIONAL EXPERIENCE

PARSONS CORP • Chicago, IL • 2006 – Present

One of the largest engineering & construction firms in the world with revenues over \$3 billion per year and 15,000 employees in 29 countries. Focused on transportation, defense/security, industrial and infrastructure.

Senior 3D & Multimedia artist • 2008-present

Leads teams of 2-6 people for animation and video projects that accompany proposals for work up to \$4 billion by transforming CAD plans into complete visions that are more easily understood by clients. Researches new software and emerging trends to find better and more cost effective ways to deliver animations. Negotiates scope and budgets for work performed by the team and works to keep work under budget and delivered on-time.

- Improved quality and speed of production by 50% by designing and launching a 14-node render farm in each Chicago, Pasadena, and Dubai.
- Expanded services offered by introducing Unity and Augmented Reality for real-time and interactive applications.
- Increased the flexibility of the staff by training staff 3D artists and graphic designers in photography, which saves \$50,000/year
- 2016 MARCOM gold award, AMCP. 2013 & 2014 American Inhouse Design Award, GraphicDesign USA Magazine.

3D artist • 2006 – 2008

Responsible for delivering photorealistic 3D renderings and animations of proposed structures and environments that helped the public see what will soon be beyond their back yard, as well as helped the business development department win new jobs by wowing clients.

- Saved the company \$100,000/year by performing video production services in-house instead of using an external production company.
- Sped-up production by 25% by building libraries of commonly used 3D objects, materials, and environments.
- Increased the quality and accuracy of animations by switching the department from scanline to MentalRay and physically-based lighting.

FREELANCE • Graphic Design, Web Design, and Illustration • 1998-2006

Produced brochure sites, blogs, and online portfolios for clients who were looking to make their first online presence. Designed promotional materials for clients including: Ralph Nader for President 2004 & Kevin Zeese for US Senate 2006.

EDUCATION

Bachelor of Fine Arts in 3D Modeling & Animation
AMERICAN ACADEMY OF ART - Chicago, Illinois • 2004

TECHNICAL SKILLS

3DS Max w/Mental Ray & VRay • Qube & Backburner render farm manager • Unity 5
Adobe CC 2017: After Effects, Premiere Pro, Photoshop, Illustrator, Audition, Dreamweaver, SpeedGrade,
Trained and certified to operate a Fortus 360mc industrial 3D printer

OTHER SKILLS

Fantastic Communication – At ease with the written word and comfortable speaking for crowds, Toastmaster experience
Problem-Solver – Enjoys the challenge of figuring out the unknown and optimizing for efficiency
The One Legend Spoke Of – Depending on which legend you're talking about

INTERESTS

Roasting coffee, brewing beer, baking, tabletop games
Taking things apart (limited success putting them back together)