

Edward Anaya

3D Artist - Lidar Scan Technician - Concept Artist

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WORK EXPERIENCE

3D Environment Artist - Lidar Scan Tech Code Four

10/2022 - Present

Huntington Beach, CA

Achievements/Tasks

- Developed comprehensive project plans considering technical requirements, timelines, and budget constraints to ensure successful execution of initiatives.
- Applied analytical thinking to projects, considering logistical factors such as construction, power sources, and project management to anticipate and address potential challenges.
- Effectively managed project budgets by aligning ambitious goals with practical considerations, demonstrating a balance of creativity and fiscal responsibility.
- Seamlessly integrated artistic vision into projects while maintaining focus on technical proficiency and adherence to project requirements, resulting in visually appealing and technically sound outcomes.
- Planned and executed fan-centric events, including festivals for prominent organizations, showcasing strong planning and execution skills essential for coordinating logistics and managing event details.

Concept Artist GWPAC - CSUF

12/2021 - 12/2021

Fullerton, CA

Achievements/Tasks

- Spearheaded the creation of art pieces for in-depth discussions and comprehensive studies.
- Led the development of 3D conceptual designs for prospective Gravitational Wave Detector sites, showcasing a profound understanding of scientific and artistic principles.
- Collaborated closely with esteemed professors from renowned institutions such as Caltech, Cal State Fullerton, MIT, Penn State, and Syracuse University, demonstrating effective teamwork and adaptability across diverse academic environments.
- Recognized and featured in multiple publications, article from Syracuse University. Titanmag. MIT

EDUCATION

BFA : Entertainment Art / Animation California State University Fullerton

09/2019 - 05/2022

Minor

- Film. Cinema / Television
Art

SKILLS

Event Coordination

Calendar Management

Adaptability

Organizational Skills

Confidentiality

Flexibility and Adaptability

Tech Savvy

NOTABLE PROJECTS

LA Galaxy - Dignity Health Sports Park Re-Brand (11/2023 - 02/2023)

- Scanned, processed data, and 3d rendered entire area in presentation utilizing Sketchup, Maya, Photoshop, Illustrator, and Unreal Engine.
- Spearheaded the design of background graphics for custom installations to be printed on large format printers for the Los Angeles Galaxy soccer team, taking on additional responsibilities to meet project deadlines.
- Our presentation left a lasting impression on the client, significantly influencing the overall look and feel of the 2024 season.
- Link: <https://vimeo.com/897786013/21b4646f9d>

USC Football - LA Colloseum Game Day Prints (06/2023 - 07/2023)

- Scanned, processed data using NavisVLX mobile Scanner and cloud based processing software.
- Generated accurate models and extracted dimensions for more than 500,000 square feet of distinctive templates spanning various sections of the stadium. This included seat fills, field wall covers, railings, and tunnel walls, showcasing meticulous attention to detail and precision, all tailored to be printed on large format printers.
- Assisted in presentation with Graphic Designers to create a presentation deck that would capture the look and feel of USC's Legacy Collaborated with graphics department, Installation Team, Project managers, Internal Graphics department as well as USC's Graphics department throughout life of project
- Link: <https://www.youtube.com/watch?v=S3LhIE9YVpM>

Super Bowl XXIV 2024 - Dimensional Signage (12/2022 - 02/2023)

- Utilized Lidar scan data to create accurate templates for Super Bowl Design team to create wayfinding signage, covering hundreds of existing signs..
- Coordinated and collaborated with Designers, Project managers, and graphics installation team
- Generated 3d renderings and concept art for exterior wayfinding signage.

PROGRAMS

Unreal Engine

Sketchup

Maya

Photoshop

Microsoft Office

Google Suite

Perforce

Shotgrid

Asana

Teams