

Taylor Hamilton

Illustrator | Industrial Designer | thamil01@risd.edu

SKILLS

3D Program: Zbrush, Blender, Maya
CAD : Solidworks, Rhino, Grasshopper
Gaming Software: Unity, Unreal
Rapid Prototyping: Laser Cutting, 3D Printing

Shop Production: Wood fabricating, CNC Machining
Rendering: Keyshot, Substance Painter, Marmoset Toolbag
Adobe Creative Suite: Illustrator, Indesign, Photoshop, Animate CC, Adobe XD
UI/UX: Figma, Protopie

EXPERIENCE

Interactive Website Prototyping , Remote — *Internship*
February 2021 - May 2021
Creating and testing different website layouts, to help improve accessibility and overall aesthetic of the site.

CAD Lab , Rhode Island — *Technician*
September 2019 - May 2022
Assisting students with machines from laser cutters to 3D printers. To occasional guidance with CAD and Printing programs.

ACTIVITIES

Reality Fest, MIT

October 2021
Collaborated with a team to make Lego land - a virtual space for creatives to prototype online within VRChat. Primary role - Design and modeling assets.

Hacking Arts, MIT

December 2019
Joined a team to create 3Doodle, an AR app illustrating geometry in 3D. Team made it to the top 10. Primary role coding and animation.

Reality Virtuality Hackathon, MIT

January 2019
Worked with a team to create Urblox, a VR urban planning tool. In charge of producing 3D assets and branding.

Makeathon, RISD

Sept 2018
Worked with a team to create playARound, an Augmented Reality App to bring the playground home.

EDUCATION

Rhode Island School of Design, Rhode Island — *BFA Industrial Design & Illustration*
Sept 2017 - Present
Current GPA 3.687

Related Courses

September- December 2020
A Beautiful Corner: Modeling and rigging in Zbrush from character to environment.

January - May 2021
MIT-RISD Product Design & Development: Collaborated with Business and Engineer students to develop a compact in-home aeroponic gardening system titled Botamist.