

Lane Wallace

3D Generalist

SCAD Visual Effects BFA & 3D Generalist with production experience spanning advertisement, film, games, and tech.

Contact

lwallacevisuals@gmail.com
(501) 467-9096
lanewallace3d.com
LinkedIn
Demo Reel

Education

B.F.A. in Visual Effects
Savannah College of Art and Design (SCAD)
Savannah, GA
Expected Graduation: May 2027
Dean's List 2024 - Present

Skills

Hard Skills

- Hard-Surface & Organic 3D Modeling
- Lighting & Lookdev
- Procedural Materials
- PBR Texturing
- Retopology & UV Layout
- Realtime Rendering
- Animation
- Photogrammetry & Gaussian Splats
- Color Management

Software and Tools

- Blender
- Unreal Engine
- Houdini
- Maya
- Substance Painter
- DaVinci Resolve
- Nuke
- Adobe Creative Suite
- Figma
- Claude Code

Awards & Certifications

NVIDIA X SCAD AI JAM 1st Place - Jan 2026
SCAD Startup 2025 Winner - Jan 2025
SCAD Dean's List Honor - 2023 - Present
Adobe Certified Professional in Visual Design Using Adobe Photoshop - Apr 2024
ASUS ProArt Awards Top 30 Animation - Jun 2023

Experience

Antim Labs *San Francisco, CA - Remote* Jun. 2026 - Present
3D Design Intern

- Responsible for modeling physically accurate articulatable hard surface assets to be used in robotics simulations inside Issac Sim.
- Utilized Claude Code to develop a Blender plugin to integrate Gizmo robotics asset and scene generation agents into the Blender editor
- Led the creation of a one and a half minute demo video in Unreal Engine for presentation at Foxglove Actuate in San Fransisco, CA.
- Researched and developed scalable water simulations for boats in Houdini to later be used in Issac Sim.

KOHLER X SCADpro *Savannah, GA* 2025
Team CG Lead

- Led 3D asset production for a Kohler proof-of-concept, building a library of 30+ product-accurate UE5 assets (faucets, fixtures, showers) from reference and CAD data
- Led pre-production lookdev, on-set lighting, and post-production editing for a 2-minute proof-of-concept shot on an LED virtual production stage
- Integrated Google Veo 3.1 generative video with traditional CG in Adobe After Effects

Souls of Savannah - SCAD SANM-560 2026
VFX Supervisor & 3D Artist

- Reconstructed on-set environments via photogrammetry and HDRI capture, producing CG assets used as digital doubles and set extensions in final shots
- Coordinated on-set VFX capture across camera, lighting, and art departments to ensure plate quality for downstream 3D work
- Simulated and composited CG smoke effects in Houdini and Nuke for live-action plate integration

StarNode *San Francisco, CA - Remote* 2026
Principal 3D Artist

- Delivered a stylized hero character for Unity, including concept interpretation, modeling, retopology to 30k tri budget, 4k PBR texturing, and rigging for direct motion capture
- Established the asset's PBR material library and reviewed lookdev against concept art
- Iterated directly with the client through weekly reviews to align deliverables with creative direction

Above the Shadows - Indie Game Remote 2025
Principal 3D Asset Artist

- Created 20 modular industrial environment assets for an Unreal Engine, working from concept to completion
- Modeled, textured, and lit a complete elevator shaft level in UE5.
- Authored PBR materials in Substance 3D Painter with attention to real-time optimization
- Delivered game-ready geometry with clean topology and UV layouts suited to UE5

SCAD Startup *Savannah, GA* 2025
3D Visualization Artist

- Utilized industrial design techniques to 3D model the product exterior and interior electronics in Blender for use in exploded-view renders, marketing visuals, and use-case mockups
- Contributed to a winning pitch in a one-week design sprint. First Place in Home Category, SCAD Startup 2025

Youtube Creator Remote 2021 - Present

- Created Blender tutorials and project breakdowns
- Amassed over 30k subscribers
- Engaged with multiple collaborators through affiliate programs and sponsorships