

Lane Wallace

3D Generalist

SCAD Visual Effects BFA candidate & 3D Generalist with production experience spanning advertisement, film, games, and client work for Kohler and Kronos Media.

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(501) 467-9096

[Portfolio](#)

[Demo Reel](#)

Education

B.F.A. in Visual Effects - Concentration in 3D

Savannah College of Art and Design (SCAD)
Savannah, GA

Expected Graduation: May 2027

GPA: 3.75

Dean's List 2024 - 2026

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

Modeling / Texturing / Rendering:

- Blender
- Unreal Engine 5
- Houdini
- Maya
- Substance 3D Painter

Compositing / Video:

- DaVinci Resolve
- Nuke

Additional Tools:

- Adobe Suite (Photoshop, Illustrator, After Effects, Premiere Pro, Media Encoder, Lightroom)
- Figma Design / FigJam
- Google Workspace

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

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 - Kronos Media X SCAD

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

- Modeled and textured 20 modular industrial environment assets for an Unreal Engine 5 game, working from concept art to in-engine final
- 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

- Modeled 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

Poly Project RED Remote

2023

3D Artist | Editor

- Delivered a 15-second promotional 3D animation end-to-end, from concept through final render
- Drove 3k+ impressions across X and Instagram