

WILL WHITEHEAD

3D GENERALIST | MODELING, CAD & ARCHVIZ

Portfolio (VFX)

Portfolio (Furniture)

LinkedIn

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805-345-6016

Creative and detail-driven 3D Generalist with 4+ years of experience producing high-quality models and CG environments across digital and practical mediums. Skilled in both parametric and mesh-based workflows, with a background in hands-on fabrication and a focus on precision, versatility, and visual impact. Seeking to bring technical expertise and artistic vision to dynamic projects in VFX, 3D modeling, or industrial design.

SKILLS, QUALITIES & AMBITIONS

3D MODELING & VISUAL FX

- **Parametric 3D modeling** experience (Autodesk Inventor and similar) to produce detailed **part** and **assembly models**, with supporting **2D documentation**
- **Blender** (Advanced proficiency) – **Subdivision** and **hard surface modeling**, **Kit-bashing**, **UV Unwrapping**, **Texturing (Blender, Quixel Mixer)** **Lighting**, **High/Low Poly workflows**, **Procedural Materials**, **Retopology**
- Experienced with **lighting techniques**, **detail baking**, **procedural material creation**, and **scene-rendering techniques** with an emphasis on **realism and mood (Blender, Lumion)**
- **Architectural visualization** and **manufacturing workflows**, bridging **artistic design** and **technical requirements (Inventor, AutoCAD, Lumion)**

DIGITAL FABRICATION & MANUFACTURING

- Skilled in **translating 2D technical drawings** into **functional 3D models** for **engineering** or **fabrication** use
- Working knowledge of **tolerances**, **precision measurement**, and **material properties** to ensure **accuracy** and **durability**
- Experience with **3D printing workflows**, **physical prototyping**, and **iterative design testing**
- Strong grasp of CAD file formats, **interoperability**, and **best practices** in **file management** and **version tracking**
- Hands-on experience with **shop tools**, **CNC coordination**, and **design-to-fabrication** handoff

DESIGN, ART & CRAFTSMANSHIP

- **Cross-disciplinary** knowledge of **furniture**, **product**, **interior**, and **visual design**
- Solid foundation in **furniture history**, **design movements**, and **aesthetic theory** (both classic and contemporary)
- Background in **interior design** and **art history**—informing **style**, **proportion**, and **spatial awareness**
- Skilled in **fine woodworking**, **welding**, and general hands-on **fabrication** techniques
- Deep understanding of **materials**, how they behave, and how to communicate **design intent** through **models** and **drawings**

TOOLS & TECH

- Proficient in **Windows OS**, **Microsoft Office**, and digital **project collaboration** tools (e.g., **Teams**, **Google Workspace**, etc.)
- Familiar with **traditional drafting principles** and **modern 3D visualization** pipelines
- Comfortable **bridging analog** and **digital workflows**—combining **hands-on craftsmanship** with **technical modeling**

PROFESSIONAL STRENGTHS

- **Detail-oriented critical thinker** with a **strong capacity to learn new tools and workflows** quickly
- Excellent **communication** and **collaboration** skills developed over a decade in **team-based environments**
- **Emotionally intelligent** and **highly adaptable**—able to navigate **diverse work styles, personalities**, and **project needs**
- Strong **remote work ethic** with 3+ years of reliable **self-direction** in **hybrid** and **fully remote** roles
- Confident **project contributor** with experience **managing personal timelines**, coordinating with **stakeholders**, and supporting **shared goals**
- Combines **creative thinking** with **technical precision**—equally comfortable solving **design challenges** and refining production details

WORK EXPERIENCE

COLUMBIA CASCADE COMPANY | CAMAS, WA

3D Modeler / Scene Renderer / CAD Drafter 2019 – 2024

- Designed and developed 3D models for client proposals, marketing visuals, and production documentation using Autodesk Inventor and AutoCAD
- Created realistic scene renderings in Lumion to support sales and proposal efforts targeting commercial clients
- Translated 2D CAD drawings into detailed 3D models for playground structures and site furnishings
- Produced and modified technical drawings for elevations, layouts, parts & assemblies; ensured accuracy and build-readiness
- Developed and maintained a standardized drawing library, improving team efficiency and consistency
- Converted part drawings to .DXF format for CNC manufacturing; ensured compatibility across fabrication pipelines
- Applied renders and annotated visuals into client-ready deliverables using Scribus and custom title blocks
- Supported internal production workflows by updating block libraries and optimizing CAD templates
- Collaborated cross-functionally using Microsoft Teams, adapting seamlessly to a remote work environment (since Jan 2020)
- Liaised with sales, engineering, and production teams to ensure design intent and manufacturability aligned across proposal, modeling, and fabrication stages

EARLY CAREER: FABRICATION & DESIGN-BUILD (Prior to Digital Transition)

Hands-on fabrication experience forming a foundation in material understanding, iterative prototyping, and cross-functional collaboration

FIELDWORK DESIGN & ARCHITECTURE | PORTLAND, OR

Fabricator 2018 – 2019

- Fabricated custom architectural elements using woodworking, welding, and finishing techniques
- Collaborated with design leads to translate concepts into physical prototypes
- Applied iterative problem-solving to material, construction, and design challenges
- Coordinated on-site installations and deliveries under tight deadlines
- Maintained workshop performance standards through organization and tool readiness

RENOVO HARDWOOD BICYCLES | PORTLAND, OR

Finishing / Assembly / Lamination / Milling June 2017 – July 2018

- Built lightweight hardwood bike frames by sanding, bonding, and precision finishing
- Milled, cut, and laminated hardwoods for CNC preparation
- Managed material acquisition and tracking for efficient production workflows

REVOLUTION DESIGN HOUSE | PORTLAND, OR

Fabrication / Finishing / Marketing 2016 – 2017

- Assisted in small-batch product manufacturing, including milling, assembly, and finishing
- Participated in early-stage R&D prototyping for new product lines
- Maintained clean, safe workspace and contributed to sales outreach and CRM maintenance

EDUCATION

DIGITAL GAME ARTIST CERTIFICATE PROGRAM (DGAC)

Tulsa Tech & Game Institute 2024 – Present

- 3D Modeling & Asset Creation – Created high- and low-poly models for props, environments, and characters using Blender; practiced retopology, intermediate and advanced 3D modeling techniques, and optimization for game engines.
- Texturing & Materials – Developed hand-painted and PBR textures using Photoshop and Quixel Mixer; implemented materials in Blender
- Environment Design & Scene Composition – Built modular environments and layouts with attention to storytelling, lighting, realism & visual clarity

OREGON COLLEGE OF ART AND CRAFT – PORTLAND, OR

2013 – 2016

- **Bachelor of Fine Arts (BFA)** – *Woodworking & Furniture Design Concentration (Class of 2016)*

ALLAN HANCOCK COLLEGE

2008 – 2012

- General Education
- Welding Technology

ADDITIONAL CERTIFICATES & TRAINING

THE COMPLETE AUTOCAD 2018 COURSE

Jaiprakash Pandey, 2018 – 2019

AUTOCAD 2016 BEYOND THE BASICS

Brian Benton, 2017 – 2018

DESIGNING FOR 3D PRINTING WITH FUSION 360

Vladimir Mariano, 2018 – 2019

PROFESSIONAL & CHARACTER REFERENCES

Steve Kirn	(503) 223-1157
Jonathan Kent	(907) 297-8549
Joe Gibson	(503) 953-5721
Ben Ediger	(503) 889-6923
Paul Cooley	(860) 575-2785
P. Ivan Howard	(919) 449-8457
Jason Blais	(918) 584-7300