



.... **NOAH HEILVEIL**

Technical Artist ♦ Environment Artist

.... **CONTACT**

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.... **EDUCATION**

Savannah College of Art and Design

Bachelor of Fine Arts

(2018-2021) Animation (summa cum laude)

Master of Fine Arts

(2021-2025) Interactive Game

Design and Development

.... **SOFTWARE**

- Adobe Creative Suite
- Autodesk Maya
- Blender
- Cinema 4D
- Clip Studio Pro
- Figma
- Microsoft Office
- Nuke
- Perforce
- Substance Painter
- Substance Designer
- Unreal Engine 4/5
- Zbrush
- Arnold for Maya
- Maya Hardware
- Renderman for Maya
- Pixar Renderman
- Redshift Renderer
- Cycles Renderer
- Eevee Renderer
- BPR (Zbrush)



.... **Skills**

- Conflict resolution
- Cross-functional collaboration
- Critical thinking
- Creative problem solving
- Initiative
- Live event planning
- Themed entertainment design
- Team building
- Time management
- Written & verbal communication
- 3D Modeling
- Cloth simulation
- Compositing/Editing
- Lighting
- Level Design
- Motion graphics
- OSL Shaders
- Procedural Materials
- Production Tool creation
- Rigging/Weight painting
- Texturing/UVs

Experience

Residence Director | Residence Coordinator

Dec. 2021 - June 2025

Savannah College of Art and Design (SCAD)

- Maintains a budget for a community of over 500 residents whilst managing internal purchase tracking
- Facilitates and collaborates with team to create developmentally focused experiences for both full time and student staff - executing events for over 200 members
- Ensures appropriate response to inquiries by residents, family members, and others; ensures timely problem resolution. Responds to after hours emergencies as part of a rotating campus duty system
- Developed connections through live event programming to create connections in the community to advocate for residents and their needs.

Unreal Engine Team Lead

Aug. 2023 - Nov. 2023

SCADpro Collaboration with CBS Sports Superbowl LVIII, SCAD

- Developed sequencer-driven AR graphics for live broadcast use
- Built editor-configurable UMG widgets for real-time data visualization
- Contributed to concepting and prototyping of real-time AR materials graphics for Super Bowl LVIII broadcast coverage
- Collaborated with artists and designers to support rapid iteration

Unreal Engine Lead Developer | Designer

Sept. 2023 - Dec. 2023

Tear of The Sea (Top Down RPG), (Hybrid) SCAD

- Create and maintain daily and weekly devlogs for a team of 14
- Design level creation tools and provided accompanying video lesson demonstrations.
- Develop a real-time isometric fog of war and multiple interacting brush actors.
- Create custom audio effects and music and integrated art content into technical systems

Video Editor | Producer

Jan. 2022 - April 2022

SCADpro Collaboration with HPXNvidia, SCAD

- Research and oversaw daily and weekly research logs for a team of 21.
- Design effective slide decks to summarize B2B findings for multiple clients.
- Scout, Shoot, and organize footage across various locations and arrange call sheets.
- Edit screen replacements, reflection removals, and balance audio levels.

Senior Film Peer Tutor

Sept. 2020 - June 2021

Heartstrings, (Remote) Savannah College of Art and Design

- Created and maintained open channels of communication to troubleshoot or report issues and impediments discovered during production.
- Planned and created video lesson demonstrations for useful features and tools.
- Developed a pipeline for using MASH to generate paint stroke effects that conform to rigged and simulated geometry.
- Created instal files, tools and tutorials informed by interdisciplinary design.

Motion Graphics & Video Editing Intern

Nov. 2017 - June 2018

VPC INC., Reisterstown, Maryland

- Create show/sizzle reel for the company to advertise available services.
- Corrected and aligned audio recordings to footage, interviews, and B-Roll.
- Created and documented internal workflow for Cinema4d XParticles System.
- Demonstrated best practices for integrating XParticles workflow with existing C4D company workflows.
- Created 3d team region map introduction graphic hero asset for Ed Block Courage Awards Ceremony

Acknowledgements

Heartstrings - Short Film

Directed by Erin Donahue

- Anim8 Student Film Festival (Award Winner)
- Down East Flick Fest (Award Winner, Student Pioneer Award)
- Across the Globe Film Festival (Award Winner, Best Animated Film and Best Music)
- Global Film Festival (Finalist for Best Student Film)