

# NATHAN SARSONA



nate.sarsona@gmail.com



541.944.5204



[linkedin.com/in/nate-sarsona](https://www.linkedin.com/in/nate-sarsona)



<https://natesarsona.github.io>

## Summary

I am a freelance 3D generalist based in Brooklyn, NY with 4 years of total experience. I am very passionate about digital technology and creating impactful renders always with the experience of the viewer at the forefront of my mind.

I have expertise in Blender, and experience with industry tools like Substance 3D Painter, Zbrush, and Marvelous Designer. I often transition between different workflows and techniques, whether that is organic modeling or hard-surface modeling, product visualization, or architectural visualization.

I am a compassionate team-member and I am a sucker for witty wordplay, so communication is an innate skill. I have a strong desire to learn and adapt to meet timelines, maintain structure and facilitate a quality execution.

## Experience



### Assistant 3D Designer

BitGo

May 2022 - Dec 2022 (8 months)

Modeled and textured game-ready characters along with wearable assets for Harbor Friends NFT. Assisted with the formatting of the models and main file to allow for a flawless final export and batch rendering process.



### Freelance 3D Artist

Lobus

May 2022 - Sep 2022 (5 months)

Worked to execute Skulls by Marcus Jahmal NFT. Recreated 3D models and textures according to a pre-existing concept art. Produced PBR materials and low-poly assets intended to be viewed within web browsers.



### Freelance 3D Generalist

Girl Friends NFT

Nov 2021 - Feb 2022 (4 months)

Modeled and textured various hyper-realistic assets that maintained a consistency in cyberpunk aesthetics. Assets were intended to be game-ready, which includes PBR materials, low poly assets, as well as glTF file formats for use in web browsers.



### Freelance 3D Generalist

Triangle Labs LLC

Oct 2021 - Mar 2022 (6 months)

Solely led the creative development process and exploration to bring 2d pixel characters into full 3d models (with a new style, dozens of individual traits, etc.). Collaborated closely with the development team to help design and build assets for UE5 game demos used in pitches and marketing. Collaborated

with the narrative team to create models used to drive lore (used in flyers, videos, other marketing materials).



## **Retail Salesperson**

### **Free Parking Studios**

Feb 2020 - Aug 2021 (1 year 7 months)

Maintained a lively and welcoming store environment by engaging with customers. Organized and stocked the merchandise floor and managed backstock inventory.



## **Barista**

### **Ars Cafe**

Apr 2020 - Aug 2021 (1 year 5 months)

Describe menu items and suggest products to customers. Took inventory and replenished items in display cases, at tables, and behind the counter. Learned about various brewing methods, beverage blends, food preparation, and presentation techniques to improve food quality and customer satisfaction.



## **Kitchen Staff**

### **Red Lily Vineyards**

Jun 2019 - Aug 2019 (3 months)

Communicated kitchen needs to supervisors and assisted with the unloading of deliveries and their proper storage.



## **UH Student Media**

### **Mānoa Now**

Feb 2017 - May 2018 (1 year 4 months)

Media at Manoa Now, Honolulu, HI

Secured media coverage of campus events for use in digital and print media at Manoa Now and Ka Leo



## **Kitchen Staff**

### **Red Lily Vineyards**

May 2017 - Aug 2017 (4 months)

Cleaned and sanitized dishes, cookware, utensils, and workstations. Assisted in the food preparation process. Prepared appetizers and entrees for customers. Inspected wine bottles and applied labels for the production line bottling process.

## **Education**



## **College of Education, University of Hawai'i-Mānoa**

### **BFA, Fine/Studio Arts, General**

2017 - 2021

Specialized in Electronic Arts and New Media. Developed audio/visual systems using analog modular synthesizers and created 3D graphics through self-led independent studies.

## Skills

3D Modeling • 3D Rendering • 3D Design • Fine Art • Adobe Photoshop • Adobe Illustrator •  
Adobe Premiere Pro • Blender • ZBrush • Substance Painter

## Honors & Awards



**Outstanding Undergraduate Student for Digital Imaging** - J. Hailey Cox Memorial  
Scholarship Fund

2021



**Mari Tudor Scholarship** - University of Hawaii at Manoa

2020



**Outstanding Undergraduate Student for Electronic Art** - J. Hailey Cox Memorial  
Scholarship Fund

2020