

TERRY MILLSPA W

SENIOR 3D ARTIST & TECHNICAL VISUALIZATION SPECIALIST

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PROFESSIONAL SUMMARY

Results-driven Senior 3D Artist with 20+ years of experience delivering photorealistic visualization, real-time 3D, and immersive AR/VR/XR content for architecture, commercial, and entertainment industries. Expert in end-to-end production pipelines from concept modeling and physically-based texturing to final rendering, composite and delivery. Proven track record managing render farm infrastructure, mentoring artists, and collaborating cross-functionally with architects, designers, and directors to meet the highest quality standards on time and on budget. Trusted by industry-leading studios for complex, high-stakes visualization projects.

CORE COMPETENCIES & TECHNICAL SKILLS

▶ 3ds Max	▶ Autodesk Revit	▶ Adobe Substance Painter
▶ V-Ray	▶ Autodesk AutoCAD	▶ Adobe Substance Sampler
▶ PhoenixFD	▶ Autodesk Fusion 360	▶ Adobe Creative Suite
▶ Unreal Engine	▶ Nuke	▶ Render Farm Management

Specializations: 3d Modeling • Retopology • UV Unwrapping • Rigging • Animation • PBR Texturing • Materials • Photorealistic Lighting & Shading • Rendering • Compositing • Architectural Visualization • Product Visualization and Animation • Stereoscopic / 3D Projection • Fluid & Particle Simulation • Real-Time Asset Optimization • Live-Action Compositing • 3D Tracking • Unreal Engine Sequencer Animation • AR/VR/XR Development • Production File Structure & Asset Management • Version Control through Git with SourceTree

PROFESSIONAL EXPERIENCE

Senior 3D Artist | *Sector 5 Digital — Dallas-Fort Worth Metroplex*

Oct 2015 – Jun 2026

Lead artist at a premier visualization studio, driving photorealistic 3D production and real-time content creation for commercial, architectural, and immersive media clients.

- Led end-to-end 3D asset creation, modeling, texturing lighting, animation, rendering and compositing using 3ds Max, V-Ray, and the Adobe Creative Suite, consistently delivering photorealistic renders and animations for high-profile commercial and architectural clients.
- Create and optimize real-time 3D assets and interactive scenes for Unreal Engine 5 and Unity, including AR/VR/XR experiences for HTC Vive and similar headsets.
- Produce stereoscopic 3D content rendered with V-Ray for large-format projected experiences and head-mounted displays, ensuring visual fidelity and viewer comfort.
- Create complex particle fluid simulations using PhoenixFD for dynamic liquid animations for product launches and commercial campaigns.
- Multi-layer compositing with Adobe After Effects, integrating V-Ray render elements (beauty, diffuse, specular, shadow, AO, etc.) into final deliverables; also composite CG elements into live-action footage with keying and rotoscoping of green-screen material.
- Setup animation rendering using Unreal Engine's Sequencer and Movie Render Queue, delivering cinematic sequences for real-time visualization and virtual production pipelines.
- Build, maintain, and manage a 100+ node render farm and all artist workstations, including hardware configuration, network optimization, and render management software.

- Establish and enforce file structure, naming conventions, and asset organization standards across the full production pipeline, enabling seamless cross-department collaboration.
- Provide artistic direction and detailed feedback to junior and mid-level 3D artists throughout project timelines, upholding studio quality standards.

Freelance 3D Artist | *HKS, Walls + Forms — Dallas-Fort Worth Metroplex*

Apr 2015 – Oct 2015

Contract Visualization & Product Rendering

- Delivered high-quality 3D models, textures, lighting, and animation for clients using 3ds Max, V-Ray, Mental Ray, and Adobe Creative and Substance Suite.
- Produced photorealistic product visualization renders and animations for e-commerce, marketing, and industrial design clients, from concept through final delivery.
- Managed all client communication, project scoping, and creative direction independently, consistently meeting tight deadlines.

3D Artist | *Corgan — Dallas-Fort Worth Metroplex*

Jan 2006 – Apr 2015

Core visualization artist at one of the largest architecture firms in the United States, producing award-quality 3D imagery and animation for major commercial and civic architectural projects.

- Created photorealistic and stylized architectural visualizations using 3ds Max and V-Ray for landmark commercial, aviation, healthcare, and educational projects.
- Translated AutoCAD, Revit, and SketchUp architectural data into compelling 3D imagery and fly-through animations,
- Created large-scale Arch/Viz and commercial animation projects using V-Ray, Mental Ray, and Maxwell Render workflows.
- Composited animation sequences using Nuke and After Effects, producing polished presentation deliverables for client approvals and design reviews.
- Collaborated directly with Design Architects and project leads to verify accuracy of all 3D assets against construction documents throughout the production pipeline.

EDUCATION

Associate of Arts — Computer Animation

The Art Institute of Dallas — Dallas-Fort Worth Metroplex

PORTFOLIO

Online Portfolio: <https://www.millspaw3d.com>

Available for senior, lead, and principal 3D artist roles — on-site, hybrid, or remote