

Vaughn Valentino

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SUMMARY

3D artist specializing in product visualization and motion graphics with experience across medical, consumer, and interactive media industries. Skilled in Blender, Maya, Houdini, and CAD workflows for visualization. Proven ability to streamline pipelines and collaborate effectively with cross-functional engineering, design, and marketing teams.

EXPERIENCE

Arthrex - Naples, FL

3D Medical Animation Intern (On-Site) May 2025 to August 2025

- Created precise 3D models of surgical equipment for animation, medical illustration, and VR.
- Delivered 3D animations of surgical techniques for surgeon training and medical education.
- Produced product animations that highlighted key features to aid in marketing campaigns.
- Developed tools that improved internal production efficiency by streamlining asset creation.

G-Form - Providence, RI

3D Product Visualization Specialist (Remote) May 2024 to July 2025

- Produced photoreal product renders and animations for global marketing campaigns.
- Designed product prototype videos for internal use and external clients, including Under Armour.
- Converted CAD models into optimized polygon assets for texturing and rendering.
- Delivered still renders utilized in print and digital promotional materials.

LockGuard - New Brunswick, NJ

3D Modeling and Web Design Intern (Remote) February 2024 to May 2024

- Created product renders and animations for marketing deliverables.
- Supported website design and development to enhance branding and user experience.

Purdue - Envision Center - West Lafayette, IN

3D Artist Intern (On-Site) December 2022 to May 2024

- Collaborated with internal and external clients on 3D visualization products for education and research initiatives.
- Developed custom assets, shaders, simulations, and scripts to support applications.
- Converted large datasets into award-winning animated 3D visualizations for research.

EDUCATION

Purdue University - West Lafayette, IN

Bachelor of Science, Dual Major: Animation & Visual Effects and Web Programming & Design

Anticipated Graduation: May 2026 | GPA 4.0/4.0 | Dean's List (all semesters)

SKILLS

3D Packages: Blender | Houdini | Maya | Substance Painter | EmberGen | Fusion 360

Render Engines: Cycles | Redshift | Eevee | Keyshot | Unreal Engine

Compositing/Video Editing: After Effects | DaVinci Resolve | Premiere Pro

Design: Figma | Photoshop | Illustrator

Programming Languages: HTML | CSS | Python | PHP | SQL | JavaScript