

Walter Sattazahn

VISUAL DESIGNER, ILLUSTRATOR,
3D ARTIST



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Pittsburgh, PA



Portfolio:
www.waltsdesigns.com

PROFILE

- Active in the local art community through life drawing and creative groups.
- User focused approach to design. Believes the end user always comes first.
- Generates lots of sketches using the crazy 8 method of ideation.
- Experienced communicating educational information through historically accurate and vibrant illustrations, crucial to creating an engaging educational experience.
- Self-driven learner, constantly experimenting, learning industry trends, and learning new software.
- Utilizes the design approach of: empathize, define, ideate, prototype, and test

EXPERIENCE

- 2020—Present** **Graphic Artist II** **Carley Corporation**
Remote
- Designed 2D and 3D instructional material for government clients using Adobe Creative suite and 3DS Max.
 - Worked with subject experts remotely on Zoom to design accurate schematics.
 - Used Adobe Animate to work on animated infographics.
- 2020.10—2020.12** **Freelance 3D Artist** **Carnegie Mellon University**
Pittsburgh, PA
- Worked with the team of Carnegie Mellon University on the NIST Augmented Reality Interface Challenge Phase III, including 3D geo-referencing models, human models, and woody terrains.
- 2015—2020** **Graphic Designer & Illustrator** **Lincoln Learning Solutions**
Pittsburgh, PA
- Created illustrations for printed literature collections, video lessons, and online lesson modules.
 - Provided illustrations with moving components for motion graphic videos.
 - Used traditional frame animation techniques to make gif animations such as jumping frogs, running kids, unfolding paper animals and opening books.
 - Animated puppets using Adobe Character Animator for educational videos.
 - Designed pages with images, text and buttons for interactive language learning lessons which were put together in Adobe Captivate.
- 2014—2015** **3D Artist** **BrainVessel**
Mechanicsburg, PA
- Created a 3D model of a coin with Brain Vessel's logo using Zbrush and 3DS Max for a successful Kickstarter campaign that raised 60,000 dollars and the coin was also embedded in the step of the gallery.

EDUCATION

- 2021.3 — 2021.9** **Google UX Design Certificate** **Coursera**
Online
- Completed a rigorous training designed for entry-level job readiness.
 - 15 modules included topics like: UX research fundamentals, inclusive design, low-fidelity and high-fidelity prototypes, and tools like Figma and Adobe XD.
 - Completed hands-on projects and developed a portfolio including 3 projects to receive the certificate.
- 2010—2014** **Bachelor's degree of Arts and Science** **The Art Institute of Pittsburgh**
Pittsburgh, PA
- Art fundamentals, including anatomy, color theory, and composition.
 - Illustration using Adobe Photoshop.
 - 3D modeling and animation using 3DS Max and ZBrush.
 - Art history, science, literature.
 - Game design, from concept to finish.

SKILLS

Adobe Photoshop	Figma	Google Jam Board	User Research	Presentation
Adobe Illustrator	Adobe XD	3DS Max	Wireframing	Prototyping
Adobe After Effects	Google Slides	Unity	Crazy 8	Accessibility