



# Laurie Annis

Senior 3D/XR Generalist

480-272-5750 Laurie@Unreality3D.com

**Tools** Blender | Unity | Unreal | Adobe Substance & Creative Suite

## Skills

**XR, Video Games, & Interactive Media** Creative Direction | Consulting | Training & Instruction | Production | Indie Game Studio Management | Project Management | Team Management | Documentation | Workflow Development & Automation | Asset Optimization | UX | C# & Visual Scripting | Full 2D/3D Pipeline: Prop & Character Modeling | Rigging, Bone, & Mesh Animation | Digital Painting, Image Editing, & Vector Illustration | UI | Texturing, Material, & Shader Design | Image & Video Rendering | Lighting, Visual Effects, & Simulations | Level Design | Infrastructure | Publishing & Distribution

**Experience** Author, Blender 3D for Jobseekers 2023 (Textbook with structured lessons, hands-on exercises, & assessment questions) | Founder, Interconnect3D 2021 - Present | Senior Project Manager & XR Generalist, MedMicroMaps 2024-2025 | Cofounder & Creative Director, AncestoriesXR 2019 - Present | Founder, Unreality3D 2018 - Present | Lead 3D Artist, Stax3D 2018 - 2018 | 3D Artist, Immteach 2017 - 2018 | Lead 3D Artist, TimefireVR 2016 - 2017 | Freelancer, Hyperbeam Graphics 1996 - 2018 | Art Team Manager & 3D Texture Artist, Rooms Alive 2010 - 2011

**Instruction** XR & 3D Industry SME on multiple ASU projects & UAT events | Repeat presenter at IGDA, GeekGirlCon | Trained 30+ artists on production workflows across multiple studios with original documentation, video tutorials, 1:1, & teach-back sessions

**Education** Bachelors: Game Art & Design 2009 - Westwood College | Coursework: Traditional Art, Game Art, & Graphic Design 2005 - Art Institute