

ROBERT TAYCO

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WHO?

My name is Robert Tayco, and I'm a 3D Computer Graphics Artist. With a Master's Degree in Architecture and over 10 years of experience in the industry, I am an expert in photo-realistic renderings and architectural visualizations. I have produced renderings and fly-through animations for projects ranging in scope from retail kiosks to multi-billion-dollar resort destinations. Currently, I am working as a freelance artist based in Henderson, NV.

EDUCATION

- 2003 **Master of Architecture**
University of Nevada, Las Vegas
- 2001 **Bachelor of Science, Architecture**
University of Nevada, Las Vegas

HONORS & AWARDS

- 2001 **Robert A. Fielden Medal**
Outstanding Undergraduate Work
- 2001 **First Place | AIA Las Vegas**
Intern Design Competition
- 2001 **First Place | AIAS Las Vegas**
T-Shirt Design Competition
- 2000 **Scholarship | AIA Las Vegas**
Outstanding Design Achievements

SOFTWARE SKILLS

3ds Max
V-Ray
Mental Ray
Adobe Photoshop
Adobe InDesign
Adobe Illustrator
Google SketchUp
AutoCAD / Architectural Desktop
Adobe After Effects
(X)HTML
CSS

04/2009 **ROBERT TAYCO** HENDERSON, NV
TO PRESENT freelance 3d & computer graphics artist

Using references provided by the client, I create all graphics assets that go into a project. I build, texture, and light project spaces before adding the final layer of polish and character through post-production to complete high-end, photo-realistic visualizations for client presentations.

In addition to graphics work, I secure jobs and develop professional relationships with clients and potential clients, handle all contracts & billing including negotiations regarding budgets and timelines.

04/2007 **FRIEDMUTTER GROUP** LAS VEGAS, NV
TO 04/2009 3d graphic artist / designer

Collaborated with architects, interior designers, and document production team members to create 3D visualizations for both print and video. Worked side-by-side with the company's Director of Design to create and refine design solutions and implement them into visualization packages for client approval. Was heavily involved in the creation of presentation packages for multi-million-dollar, and some billion-dollar, projects in Las Vegas and across the country. This scale of work required a high level of open communication within our own office as well as with Friedmutter Group's other office locations and their consultants.

11/2003 **STEELMAN PARTNERS** LAS VEGAS, NV
TO 04/2007 3d graphic artist

Managed the production of 3D architectural visualizations individually and within a team of artists, often in direct collaboration with architectural and interior designers on projects ranging in scope from small retail spaces to fully master-planned casino/resorts. Coordinated the work of multiple artists and designers simultaneously. Produced fully detailed renderings and animations of multi-million dollar retail malls, casinos, resorts, hotel towers, and other hospitality projects.

03/1999 **DEKKER / PERICH / SABATINI** LAS VEGAS, NV
TO 11/2003 architectural intern

Architectural design and drafting through all project phases from conceptual design to construction documents, took part in meetings with clients and consultants, and managed all 3D renderings and half of all other marketing and presentation graphics work. Involved in designing projects including the Clark County CEIT Operations Center; UNLV School of Architecture Addition; UNLV Arts Plaza; and the UNLV Science and Engineering Building (SEB), for which I produced all 3D renderings and diagrams for conceptual and schematic phases.