

TRIPP WHITE



Environment / CG Artist

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www.linkedin.com/in/tripp-white www.tw3dfx.com

WORK EXPERIENCE

Digital Art Intern 01/2026 - Present

Vytric | Remote

- Created multiple 3D maps based on real world locations, and incorporated current geopolitical events
- Communicated an artistic eye to projects throughout the company
- Collaborated with leadership to create informational videos for social media, and other company advertising

Customer Experience Specialist 12/2022 - 06/2025

Zero Latency | Houston, TX

- Guided customers through the various selection of experiences
- Monitored sessions to provide technical support and to ensure the session ran smoothly
- Facilitated immersive experiences, ensuring participant engagement and satisfaction

PROJECTS

SCAD Sav X SCAD Atl 03/2025 - 06/2025

Environment Artist/CG Generalist

- Worked closely with a small team to develop a full 30 second mock commercial spot
- Created a near photorealistic CG environment to fit the theme to deliver a high-quality product
- Learned a new software on a time crunch to produce a crucial visual element

4 Ways to Destroy South Aspen High 06/2025 - Present

Environment Artist/CG Generalist

- Produced a CG recreation of multiple shooting locations for use in a full CG shot, and set extensions
- Collaborated with multiple other artists, and above-the-line crew members to maintain the projects vision

EDUCATION

Bachelor of Fine Arts

Visual Effects

Savannah College of Art & Design

09/2022 - 06/2026

Savannah, GA

SOFTWARE

- Maya
- Unreal Engine
- Photoshop
- Davinci Resolve
- 3ds Max
- Houdini

SKILLS

- 3D Modeling
- Texturing
- Lighting
- Rendering
- Collaboration
- Animation