MAXWELL SCHERER

3D Generalist

CONTACT

NAME
CITY
Gainesville, FL
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561-235-9855
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maxscherer.xyz

SKILLS

3D

Maya, Blender, Houdini, Cinema 4D, Unreal Engine, Substance Painter

2D

Toon Boom Harmony, Procreate, Grease Pencil

Adobe

Photoshop, After Effects, Premiere, Illustrator, Lightroom

Other

DaVinci, Gaussian Splatting, Canva, Screencloud, Mailchimp, Vex, Twine, Touch Designer

REFERENCES

JUSTIN MARLIN

Associate Director @ Digital Worlds justin@digitalworlds.ufl.edu

AARON KARLSON
3D Lecturer @ Digital Worlds
aaron@digitalworlds.ufl.edu

EDUCATION

University of Florida

2022-2026

Bachelor of Arts in Digital Arts and Sciences

EXPERIENCE

DIGITAL WORLDS INSTITUTE

2024 - Present

Marketing and Communications Assistant

Run social media pages for the Digital Worlds Institute. This includes but is not limited to video production + editing, interviewing, and creating graphics content for posting. Includes the creation and sending of biweekly bulletins. Focus on creating inspired motion graphics in both 2D and 3D.

NATIONAL SCIENCE FOUNDATION

Summer 2025

Technical Artist / Researcher

Visualized and simulated microscopic cell eversion from physically accurate matlab data utilizing vellum in Houdini. Cleaned up in Maya and rendered in Unreal Engine 5

NEUHAWK

2025 - Present

Motion Designer

Ideated and created 30 second promotional videos for NeuHawk. Focus on rhythm and flashy presentation edited in After Effects.

DIGITAL WORLDS INSTITUTE

2024 - Present

Course Assistant

Help students with in class material pertaining to 3D topics including modeling, texturing, rendering, animation, and everything in between.

RESEARCH

UF EMERGING SCHOLARS PROGRAM

2023-2024

Gaussian Splatting vs. NeRFs vs. Photogrammetry in UE 5

Conducted research to find the most effective way to convert 2D image sequences to 3D representations in Unreal Engine. UF funded research which ultimately culminated in a showcase at the Digital Worlds Foundation Event and UF CUR symposium.