

OBJECTIVE

To obtain a position as a 3D artist using my skills acquired in academia while further developing my professional experience in 3d arts.

TECHNICAL SKILLS

Programs:

- Adobe (*Photoshop, Flash, Premier, After Effects, Dreamweaver, Illustrator, InDesign, Encore*)
- Maya
- 3D Max
- ZBrush
- Mudbox
- Afterburn
- Fume FX
- Real Flow
- Fusion

Code:

C++
MEL
Action Script
2.0

PROFESSIONAL SKILLS

- Strong texturing, modeling, and sculpting skills
- Quality sketching, storyboarding, and life drawings
- Experience with both 2D and 3D technology and graphics
- Experience with pose-to-pose animation, including weighting, attitude, emotion, believable audio/voice-over lip-movement and features
- Strong work ethic and communication skills; exceptional time-management ability, consistently meeting both expectations and deadlines

WORK EXPERIENCE

Logistical Services International,

Havelock, NC March 2008 - Present

Create complex models of components corresponding to the KC-130J and procedures teaching proper removal in Flash. Have completed thirty-one lessons between three SMEs to date.

Systems Administrator,

Savannah College of Art and Design 2006 - 2007

Solved complex technical problems in a timely manner, while ensuring that the render farm and computer software ran and met expectations.

The Westin Savannah Harbor Golf Resort & Spa,

Savannah, Georgia 2005 - 2006

Provided meticulous golf course landscaping and maintenance;

ACHIEVEMENTS

- Mark Frost Scholarship • Francis Ouimet Scholar • Martin J. Flynn Scholarship
- Savannah College of Art and Design Dean's List 2004-2007

EDUCATION

Savannah College of Art and Design: Savannah, GA
B.F.A in Animation Graduated 2007

New York Institute of Photography: New York, NY
2009 - Current

Hollywood VFX for Live Action Integration: CGSociety
Online Class
April 6th 2009 - May 31st 2009

- References available upon request
- Willing to relocate

