

Summary of Qualifications:

Visualization/Modeling:

- Comprehensive knowledge and understanding of the principles of animation and modeling
- Experienced and knowledgeable in traditional and fine art
- Expert 3D Studio Max user with thorough understanding of the theories of 3D
- Skilled in lighting and texturing
- Strength in managing a project and group
- Experienced working on a team
- Open to and excited about learning new 3D and 2D technology

Special Skills:

- Adobe Photoshop
- Adobe After Effects
- 3D Studio Max
- VRay & Mental Ray
- Mudbox

Experience:

- 2001 - 2002: Rhyzome Visual - Video Coordinator, Animator, Booking Manager
- 2005 - 2008: CadRender - 3D Modeler and Animator for architectural visualization. Responsibilities included modeling, texturing, lighting, animating cameras and editing.
- 2008 - 2012: Splintertek LLC / Lockheed Martin – Lead Graphic Artist, focused on hard surface and architecture visualization. Directly led a team of artists on various projects, overseeing workload, art direction and ensuring on time and satisfactory delivery. Secondary responsibilities included character and camera animation, lighting, material definition, compositing, video and sound editing.

Education:

- 2001 - 2004: Art Institute of Philadelphia: Bachelors in Computer Animation

Multiple Dean's List Awards
Three Academic Achievement Awards

Best of Quarter Awards:

- 2D Computer Design
- Project Management
- Animation Production Team