

CAREER OBJECTIVE

To be a modeler and texture artist producing realistic high quality game and cinematic assets.

WORK EXPERIENCE

Mr. X Inc. November 2009 - February 2010

Lighting Texturing Modeling

- ▲ Modeling and texturing 3D characters, props, and sets for upcoming feature films such as "Resident Evil Omega," and "The Death and Life of Charlie St. Cloud"
- ▲ Active contributor in daily concept/troubleshoot meetings

Independent 3D Generalist June 2009 - present

- ▲ Modeling and texturing 3D characters, props, and sets for self-driven short.

C.O.R.E. Digital Pictures December 2008 - May 2009

Modeler / Texture Artist

- ▲ Modeled and textured 3D characters, props, and sets for animated television series "Planet Sheen"
- ▲ Created various shading networks for project-wide implementation
- ▲ Successfully completed projects to meet deadlines

Silicon Knights June 2006 - January 2008

Character Artist

- ▲ Modeled, textured, and rigged 3D characters and props
- ▲ Collaborated with Art Director and team members to design and create 3D assets
- ▲ Implemented creative solutions despite hardware limitations

Freelance Designer and Illustrator June 2003 - August 2005

- ▲ Commissions included website design and construction, logo design, computer-generated graphics, and illustrations
- ▲ Workflow involved regular consultations and multiple revision rounds
- ▲ Clients included various individuals, private companies, and non-profit organizations

Institute for Leadership Development June 2002 - May 2003

Graphic Designer

- ▲ Collaborated with staff writers and administrators in the creation of webpages, brochures, booklets and other promotional materials
- ▲ Designed and created web-based training toolkits for use by United Nations Global Compact affiliates and other institutional clients
- ▲ Performed maintenance and troubleshooting on United Nations Global Compact training toolkits
- ▲ Maintained accountability and fostered an excellent working relationship with Programme Manager through regular meetings and plan-of-approach reports

EDUCATION

Sheridan College 2005 - 2006

- ▲ Graduate Certificate, Computer Animation

Sheridan College 1999 - 2001

- ▲ Graphic Arts Diploma, Interpretive Illustration Program (Advertising focus)

COMPUTER SKILLS

Windows OS, Linux OS, Macintosh OS

Maya, 3DStudio Max, Mudbox, ZBrush, Unreal engine, Shave and a Haircut, Maxon BodyPaint 3D, Adobe After Effects
Adobe Encore DVD, Adobe Premiere, Adobe Illustrator, Adobe Photoshop