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Objective

To obtain a position with opportunity for growth that will utilize my academic and professional experiences.

Education

Art Institute of Pittsburgh – Pittsburgh, PA _____ 3/2008
Bachelor of Science in Game Art and Design (3.1 GPA)

Skills

- 2D Drawing Painting & Texturing (Traditional & Digital Painting)
- 3D Modeling & Animation (Environmental, Characters & Props)
- Compositing and Editing
- Web Design

Software

- Adobe Photoshop
- Adobe Premiere
- Adobe After Effects
- Adobe Dreamweaver
- Adobe Flash
- 3D Studio Max
- Z Brush
- Mental Ray
- Unreal Editor 3
- V Ray
- Crazy Bump
- xNormal

Production Experience

Motion Graphics for Club Diesel's video jockey technology _____ 4/2010

Freelance Motion Graphic artist

- Completed 14 different animations with separate themes.
- Used third party plug-in's (Red Giant's Trapcode particular, Trapcode Form, Trapcode Shine, and Jawset;s Turbulence 2D.
- Compositing and final renders made in Adobe After Effects.

Entertainment Technology Center / Carnegie Mellon University _____ 2/2009–10/2009

Mission: Rendezvous siggraph 3009 (5 minute Space animation)

(Intern) Multi-Media designer

- Responsible for animating, texturing, and lighting scenes in 3d studio max.
- Compositing was used with Adobe After Effects.
- Audio work completed in Adobe Premiere.

3D animation of club Mozaik logo _____ 6/2009

Freelance. 3d artist

- Modeled, and textured Mozaik logo using 3d studio max shaders.
- Responsible for creating a seamless looping animation.
- Lighting and rendering completed in Mental Ray.

3D Architectural Rendering of *interior* Mozaik Lounge (Pittsburgh, PA) _____ 4/2009

Freelance. 3d artist

- Modeled and textured various props for interior.
- lighted and rendered different iterations of the interior in 3ds max.
- Final editing done in Adobe Photoshop.

3D Architectural Rendering of *exterior* Mozaik Lounge (Pittsburgh, PA) _____ 3/2009

Freelance. 3d artist

- Modeled and textured club Mozaik.
- Camera matched the club onto photo reference.
- lighted the environment.
- Final editing done in Adobe Photoshop.

3D Architectural Rendering of *exterior* Mozaik Lounge (Columbus, OH) _____ 2/2009

Freelance. 3d artist

- Modeled and textured club Mozaik.
- Camera matched the club onto photo reference.
- lighted the environment.
- Final editing done in Adobe Photoshop.

Diesel Events animation _____ 11/2008

Freelance 3d artist

- modeled diesel logo.
- used procedural shaders in 3ds max to texture model.
- post production in Adobe After Effects.

“Halloween Week” (Halloween animation promotion for Diesel Night Club) _____ 10/2008

Freelance. 3d artist

- Modeled a pumpkin with a generated normal map.
- Textured and modeled the environment in the 3d scene.
- Animated camera and particle effects.
- Final editing done in Adobe After effects.

“Shrine of Atlas” (Unreal 3 Group Project) _____ 1/2008

Concept Artist/ 3D Modeler

- Conceptualized overall look of the level.
- Conceptualized 3 different props.
- Generated props from concept to final product.