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## 3D ARTIST

**OBJECTIVE:** Collaborate with digital artists to produce high quality work and expand my knowledge within the visual entertainment industry.

### TECHNICAL QUALIFICATIONS:

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| SKILLED                           | PROFICIENT           | FAMILIAR          |
|-----------------------------------|----------------------|-------------------|
| Maya 2010-09 including Mental Ray | After Effects        | CrazyBump         |
| Photoshop (CS2/CS3)               | Autodesk Mudbox      | Unreal Editor 2,3 |
| Illustrator                       | Corel Painter        | Motion Builder    |
| Headus UV Layout                  | Pixologic Zbrush 3.1 | Indesign          |
| Windows XP Professional           | Mac OS X             |                   |

### SKILLS:

|                                   |                                      |
|-----------------------------------|--------------------------------------|
| Fine arts (mixed media)           | Understanding of pipeline production |
| Emphasis in 3D texture painting   | Multitasking                         |
| Concept development-Storyboarding | Communication Skills                 |

### EXPERIENCE:

**"The Insulter"-SkyStar Studios/Iphone game application** 2010

Position: *3D/2D Artist(Maya 2010, photoshop)*

Description: *Responsible for 3D assets. Created 2D art such as main menu and credits along with conceptual design for development.*

**"CAM Illustrations"- Cisco Systems/InVision** 2009

Position: *Illustrator/ Story Board Artist( Photoshop )*

Description: *Twelve frames depicting the evolution of corporate account managers and business partners relationships. Black and white illustrations.*

**"Eel Animation"- Independent Freelance for a Glenn Schwendinger** 2008

Position: *Production designer( Maya 2008, Headus UV Layout, Zbrush, Photoshop)*

Description: *Responsible for designing the clients "Eel" character. Started from simple concepts, then proceeded to modeling and texturing. Used Zbrush to create color and normal maps. It was later displayed at a banquet in the Chesterfield Hotel, South Beach Miami.*

**"Con Voce"-Alumni Animation Short** 2008

Position: *Concept Artist(Photoshop, Painter, Maya 2008)*

Description: *Responsible for overall environmental concept while assisting in color palette, Orthographics for modelers, basic previz, and storyboarding.*

**"The Chocolate Curse" - Independent film (DIR- Brett Shapiro)** 2007

Position: *Texture Painter-(Maya 8.5, Mental Ray, Photoshop)*

Description: *Responsible for texturing the Water Dragon for 17 shots. The texture was done in Photoshop at 2048x2048. Used various scale textures, able to achieve a high quality surface for this fun children's film.*

**"Dark Lady," by Isaac Angel (WDR Records) - Music Video** 2007

Position: *Assistant Technical Director / Overall Development / Conceptual Design / Texture and Lighting / Animation - (Maya 8.5, Photoshop)*

Description: *This full four minute CG music video was done with a team of three to five people. This project needed a fair amount of multitasking under a time frame of a month and a half. Worked with the client and developed the look of the video in a sci-fi genre. Started with preproduction character and environmental*

*concepts. Established a vibrant texture and lighting setup for our clients satisfaction.*

**"Organic Steel", Motion Capture Course, Ex'pression College of Digital Arts** 2007

Position: *Motion Capture Technician(Vicon IQ, Realviz Motion Tracker, Motion Builder)*

Description: *For the first time at Expressions College, this short action film was done capturing two students at once. With only a week for storyboarding and rehearsal, we were able to capture the action in 6 shots. After importing into Motion Builder, and Maya8.5, extra cleanup and animation was needed due to different scales between the models.*

#### **EMPLOYMENT HISTORY:**

**The Cliff House - San Francisco, CA**

10/2005 - to present

Position: *Server - Handling food, beverages, maintaining a satisfied customer.*

**Willis Seafood - Healdsburg, CA**

01/2004 – 10/2004

Position: *Bartender-Handled food, beverages, maintained a satisfied customer.*

#### **EDUCATION:**

**Ex'pression College of Digital Arts, Emeryville, CA**

2005-2007

Obtained: *Bachelor of Applied Science in Animation and Visual Effects*

**California College of the Arts, Oakland - San Francisco, CA**

2004-2005

Obtained: *Emphasis in Illustration*