

SKILLS

Major:

- * texture painting, shader development & photogrametry
- * lighting & rendering
- * 3D modeling
- * Photoshop stuffs

Minor:

- * ICE simulation
- * compositing
- * basic rigging
- * non-character animation
- * "photo-based" matte painting
- * Illustrator & other 2D related stuffs

RESUME

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SOFTWARE

- * Softimage XSI
- * Photoshop & Illustrator
- * After Effect
- * Mudbox
- * & several other applications at varies proficiencies

EXPERIENCES

Freelance 3D Generalist

Psyop (12/2008 - current)

- * Lots of texturing, lighting & rendering
- * Occational fur simulation & ICE simulation
- * Modeling, object animation, camera animation, minor compositing, etc.

Quietman (08/2010 - 09/2010)

- * Rigging, ICE simulation, tracking , animation
- * Texturing, lighting/rendering set up, pre-compositing for Flame

Special Branch, Inc. (04/2008 - 11/2008, 03/2009 - 05/2009)

- * Modeling, texturing, rigging, object animation, camera animation
- * Texturing, lighting/rendering set up, compositing, etc.

Spontaneous (09/2008)

- * Syflex cloth Simulation
- * Lighting & Rendering set up.

3D Graphic Artist / Concept Artist

Dream Riders Studios (01/2007 - 03/2008)

- * Modeling, texturing, rigging, object animation, camera animation
- * Texturing, lighting/rendering set up, compositing, etc.
- * Created concept drawings & storyboard sketches for various projects
- * Provided design ideas and creative input
- * Assisted manager/director with project scheduling and planning

2D Freelance Graphic Designer

Multiple Fashion Apparel Companies (2003-2007)

- * Created flat sketches for apparel & textile prints for development & production
- * Created t-shirt prints & 2D graphic design artwork such as logo, stationery, promotional materials, t-shirt catalog, etc.
- * Provided technical advice in regards to construction and styling
- * Assisted client in coordinating colors

EDUCATION

Fashion Institute of Technology, SUNY

Bachelor of Fine Art degree, 2006

- * Computer Animation and Interactive major – Summa Cum Laude

Bachelor of Science degree, 2001

- * Production Management: Apparel major – Summa Cum Laude
- * Class 2001 Honor Award Recipient