

## OBJECTIVE

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To work as a 3D Artist in the field of Broadcast, Cinema and other areas of the Entertainment Industry.

## EDUCATION

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2000 - 2003 Savannah College of Art and Design Savannah, GA.  
*BA, Fine Arts in Computer Art: 3D Animation*

1998 - 2000 Central Michigan University Mt. Pleasant, MI.  
*Field of Study: Broadcast and Cinematic Arts*

## PROFESSIONAL EXPERIENCE

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October 2004 - June 2006 Buck Design Los Angeles, CA.  
*3D Artist*

- Created and Designed original 3D elements for networks and commercials.
- Demonstrated leadership abilities and teamwork as part of the Buck Team.
- Responsible for most 3D artwork and animation at Buck.

June 2003 - August 2003 Radium Visual Effects Santa Monica, CA.  
*Internship*

- Used 3D, Compositing, and Rotoscoping talents to complete production tasks for film and commercial work.
- Learned valuable production and workflow experience from senior artists and producers.

## AWARDS

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Summer 2004 Promax BDA Art Direction & Design: Image Promo  
Fuse and Gomorrah ID for Fuse Gold Medal

## PROFESSIONAL SKILLS

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### *Leadership*

Post-Production Working Environments  
Character Design and Development  
Concept and Storyboard Development  
Classical Animation Techniques and Theory  
Directing/Filming/Editing Film and Video

### *Teamwork*

Life Drawing and Illustration  
Graphic Design  
Logo Design  
Web Design and Layout  
Sound Design

## ADVANCED COMPUTER AND TECHNOLOGY SKILLS

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### *Proficient in:*

Maya  
Cinema 4D  
Shake  
Photoshop  
After Effects  
Illustrator  
Premiere  
Pro Tools  
Director  
Fireworks

### *Knowledgeable in:*

Mental Ray  
3D Studio Max  
Final Cut Pro  
Media 100  
Sound Edit  
Quark Express  
Adobe InDesign  
Flint