



Objective

Creating engaging 3D models and textures in a professional atmosphere

Education

- September 1999 – May 2002 Savannah College of Art and Design
B.F.A. Computer Art,
— 3D Modeling
Savannah, GA
- August 1997 – May 1999 Nashville State Technical Institute
A.A.S. in Visual Communications,
— Graphic Design
Nashville, TN

Skills

Proficient in the following:

- NewTek Lightwave – High and Low Polygonal Modeling, UVW Mapping, Lighting, and Rendering
- Discreet Logic 3D Studio Max – High and Low Polygonal Modeling, UVW Mapping, Lighting, and Rendering
- Pixologic ZBrush – High Polygon detail modeling and texture/normal map creation
- Adobe Photoshop – Seamless texture creation and image manipulation
- Adobe Illustrator – Creating efficient vector based images
- Adobe After Effects – Video editing, compositing, and layer manipulation
- Adobe Premiere – Video editing and video creation form rendered stills
- EON Studio/Professional – Interactive simulation based training application content creation

Working knowledge in the following:

- Adobe Dreamweaver – Web page creation using HTML, intermediate Java, and intro CSS
- Adobe Flash – Interactive web content creation and GUI elements for simulation based training
- Adobe InDesign – Printed page layout using Master Pages, Styles and custom images

Experience

- March 2008 – Present Kentucky Community and Technical College System,
Interactive Digital Center
3D Modeler
Bowling Green, KY
- December 2003 – February 2008 Crystal Magic
Lead 3D Artist
Orlando, FL
- November 1998 – February 2004 Best Buy #510
Service Technician
Orlando, FL
- August 1997 – November 2001 EBSCO Industries
Freelance Layout and Illustration
Nashville, TN

