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Academic Background

Media Arts and Animation

The Art Institute of Washington

Arlington Virginia

Bachelor of Fine Arts, Media Arts and Animation, 2006

Software:

AutoCAD: Proficient at drafting building layouts.

3D Studio Max: Proficient at modeling and UVW layouts.

Photoshop: Proficient at texturing 3D layouts, creating graphics and photos.

Flash: Familiar with building websites and 2d animations.

Dreamweaver: Familiar with building websites in HTML and CSS.

Adobe After Effects: Familiar with compositing and putting together videos.

Adobe Premiere: Familiar with video editing.

Adobe Illustrator: Familiar with creating vector graphics and logos.

Professional Experience

- **Special aptitude and skills for 3D modeling and graphic design.**
- **Ability to create 3D models from concept drawings.**
- **Recognized for developing realistic 3D renderings from photo references and concept drawings.**
- **Ability to create websites using CSS and HTML.**
- **Ability to implement Content Management Systems to a website using Wordpress.**

Work History

JMC Business Systems (June 2007 - Current)

Multimedia Specialist

- CAD drafting for building layouts and systems furniture.
- Produce graphics and illustrations for use in publications, marketing materials and websites.
- Create, build and maintain company website using CSS/HTML/Wordpress.
- Design and create 3D renderings and graphics for project managers and interior designers.

- Create 3D walkthrough animations and turntable videos of environments and models to present to clients.
- Create and design concept models.

3DMedia LLC (2008 - Current)

Web/3D Designer

- Create 3D renderings and animations.
- Create graphics and illustrations for clients.
- Design and create websites using Wordpress, CSS and HTML.
- Create and design concept models.

Big Huge Games (December 2006 - June 2007)

World Artist

- Modeling and texturing buildings for a game called Age of Empires III: Asian Dynasties.
- Create building destruction and construction animations.
- Test and troubleshoot in game models and animations.
- Developed a trailer movie for the game Catan on Xbox 360 for Spike TV and Youtube.

Dynamic Animation Systems (April - December 2006)

Environment Artist

- Modeling and texturing buildings and props for government simulation.
- Unwrapping UVW textures on character models.
- Test and troubleshoot in game models.

Capitol Cadillac (1999 - 2006)

Inventory Manager

- Manage porters, sales and vehicle inventory.