



Education

Associate in Applied Science – 3D Graphics Programming
Parkland College, Champaign IL – 2007

Experience / Skills

AUTODESK MAYA

- Hard Surface and Organic Modeling (High / Low Resolution), Texturing, UV Mapping, Lighting, Rendering, Particle Systems, Rigging, Rigid and Soft Body Dynamics, MEL Scripting and Tool Development

AUTODESK 3D STUDIO MAX

- Hard Surface and Organic Modeling (High / Low Resolution), Texturing, UV Mapping

ADOBE PHOTOSHOP

- Hand-Painted and Photo-Sourced Textures, Concept, Design and Illustration

PIXOLOGIC ZBRUSH

- High Resolution Sculpting

AUXILIARY APPLICATIONS

- Unreal Editor 3, 8 Monkey Labs' Marmoset Toolbag, xNormal, Crazy Bump

ADOBE AFTER EFFECTS

- Post-Production, Editing, Compositing, 2D Animation and Motion Graphics

DEVELOPMENT

- C/C++, OpenGL, CG, MEL, Python, Renderman API, XHTML, PHP, JavaScript, jQuery
- Experienced in both Windows and Unix environments

Employment

FREELANCE ARTIST

January 2007 – Present

Graphic and Web Designer

- Create logos, websites, content, and all other forms of art for client's needs
- Maintain the balance between attention to detail and satisfying project deadlines

ILLINOIS STATE WATER SURVEY, CENTER FOR WATERSHED SCIENCE

July 2006 – Dec 2006

Data Visualization Developer

- Create proprietary software to generate and display 3D topology using USGS Digital Elevation Map data
- Display / Animate data sets and highlight occurrences of water breach in a real-time OpenGL application

PARKLAND COLLEGE: COLLEGE FOR KIDS (SUMMER PROGRAM)

June 2006 – July 2006

Classroom Assistant

- Assisted in the teaching of Maya and Photoshop to 4th - 9th grade community children
- Subjects taught include modeling, texturing, lighting, rendering and animation

Work samples available on website

References available upon request