

SUMMARY

Utilizing a combination of higher level problem solving, and my backgrounds in Animation and Graphic Design has resulted in my becoming a visionary, and quality driven artist, with a proven record of delivering exceptional 3D assets in an efficient and timely manner. Strong communication and organization skills are recognized by my peers showing me to be a motivator who exudes the confidence and intelligence to be a strong team member.

PROFESSIONAL EXPERIENCE

iTV Studios | Animator & Motion Graphics Artist

October 2015 – Present | New York City, NY

Worked as a visual-effects and special-effects artist to do visual clean-up and environment compositing for the Discovery Channel program Secret Space Escapes.

Arise News | Motion Graphics Artist

June 2014 – October 2015 | New York City, NY

Created full design packages for various TV programs including The Academy Awards, FIFA, Arise Review, as well as talk show and international news programs.

Core Augmented Reality Education | 3D Artist & Animator

February 2014 – May 2015 | New Brunswick, NJ

Worked with a tight-knit team on designing interactive video game environments to aid in K-12 student education, using various augmented reality platforms such as DAQRI and Google Glass.

Burst Marketing | 3D Artist

March 2013 – January 2014 | Albany, NY (Remote)

Worked closely with the clients to create a series of 3D architectural renderings for promotional purposes.

Wise Web Engineering & The U.S. Department of Defense | 3D Artist & Asset Developer

June 2011 – March 2013 | Dover, NJ

Utilized video game mechanics to aid in the training of US soldiers.

- *Security Clearance: Secret (S) Status: Active*

Vicarious Visions, a subsidiary of Activision | Lighting & Environment Artist

May 2008 – May 2011 | Albany, NY

Created numerous video game characters and environments, as well as related models and UI assets for a variety of AAA titles, including Guitar Hero, Call of Duty, Transformers, and Spyro.

SKILLS

3D Animation
Modeling
Texturing
Lighting

2D Animation
Motion Graphics
Video Editing
Photo Editing

Illustration
Storyboarding
Concept Design
Game Design

SOFTWARE

3D Studio Max
Maya
Z-Brush
V-Ray

After Effects
Premiere
Unity Engine
Unreal Engine

Photoshop
Illustrator
InDesign
Flash

EDUCATION

Bachelor of Science in Media Arts and Animation

The Art Institute of Pittsburgh
Graduated March 2008

Associates in Multi Media & Graphic Design

Medina County Career Center
Graduated April 2004