



Objective: to obtain a position as a 3D Animator/CG Generalist

Education:

The Art Institute of Phoenix
Bachelor of Arts Degree in Media Art and Animation

Phoenix, AZ
12/2005

Software Skills:

Windows OS: Running application and networking
Mac OS: Running application and networking
3D Max: Modeling/ Texture/ Rig/ Animate/ Biped/ Particles/ Hair/Cloth/lighting/ Mental Ray / VRay/ and FX
Maya: Modeling/ Texture/Rig/ lighting/ Animate/ Particles/ Mental Ray
Mudbox: High Poly Modeling
ZBrush: High Poly Modeling
Esperient Creator: Publish 3D CBT IMI / Video Games
Deep Exploration: Publish 3D CBT IMI/ Illustration
Gamebryo: Publish 3D CBT IMI / Video Games
AutoCAD: Designing and drafting
Flash: Create web sites and animation; also create interactive CD-ROM
Dreamweaver: Create web; also create interactive CD-ROM
Fireworks: Create objects for flash and image manipulation
Photoshop: Image manipulating, paint sequential art, graphics, letter graphics, textures for 3D, and painting cells for 2D animation.
Illustrator: Ink 2D animations, creates graphics, letter graphics, and create objects for Flash
Indesign: Create desktop publishing and page layout
Premier: Edit film and sound/shrink large avi/mov files/and composite film
After Effects: Edit and composite film/create some special effects/and create animatics
Boujou: Motion/object tracking and stabilizing for video and 3D compositing
M. Office: Write Documents, Spread sheet, etc.

Other Skills:

Life Drawing Artist: Multimedia drawing artists.
Animator: 3D/2D Multimedia and traditional animator
Sculptor: 3D and traditional sculptor
Airbrush Artist: Small to medium scale Airbrushing
Muralist: Paint small to large murals

Experience:

Raytheon **El Paso, TX**
Technical Support Engineer I *09/08-Present*

- Produce high quality 2D & 3D Graphics for Game Engine
- Develop CBT IMI Lessons

Abalone Studios **ABQ, NM**
Digital Artist *08/06-01/07*

- Produce high quality models in various levels of detail for games
- Model, Texture, Rig, Animate 3D models
- Export/Import art assets for games

Point in Time Productions **Phoenix, AZ**
Head CG Director *08/05-08/06*

- Produce high quality 3D stills and animation for commercials
- Maintain and design client websites

Larry John Wright Inc. **Phoenix, AZ**
Freelance *06/06-Present*

- Produce high quality 3D and 2D stills and animation for commercials
- Maintain and design client websites