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CAREER OBJECTIVE

A POSITION IN INFORMATION TECHNOLOGY AND/OR THE THREE DIMENSIONAL COMPUTER GRAPHICS INDUSTRY PERTAINING TO SOFTWARE ENGINEERING AND DEVELOPMENT THAT UTILIZES MY DIVERSE EDUCATION AND WORK EXPERIENCE.

EDUCATION

- **ART INSTITUTE OF CALIFORNIA-LOS ANGELES (JUL 2004 – JUN 2008)**
BACHELORS DEGREE
O MAJOR: MEDIA ARTS & ANIMATION
- **UNIVERSITY OF MISSOURI (AUG 1999 – MAY 2004)**
BACHELORS DEGREE
O MAJOR: COMPUTER SCIENCE

SOFTWARE SKILLS

- **COMPUTERS:** IBM PC-COMPATIBLE, UNIX SERVERS AND WORKSTATIONS, APPLE MACINTOSH
- **OPERATING SYSTEMS (OS):** UNIX, LINUX, MACOS, WINDOWS, MS-DOS
- **PROGRAMMING LANGUAGES:** (L.A.M.P) LINUX, APACHE, MYSQL, MSSQL, PHP, MEL SCRIPTING
- **WEB MANAGEMENT:** APACHE, APACHE-SSL, ORACLE, DREAMWEAVER
- **GRAPHICS:** PHOTOSHOP, ILLUSTRATOR, PREMIERE PRO, ACROBAT, AFTER EFFECTS, ENCORE, VECTOR WORKS, SHAKE, EVART, MAYA, 3D STUDIO MAX

MODELING & TEXTURING SKILLS

- **KNOWLEDGE IN MAYA, 3D STUDIO MAX**
- **EXPERIENCED IN EDITING AND MODIFYING MESHES WITH NURBS, POLYGONS, AND SUBDIVS THAT INCLUDE NORMAL AND PROJECTION MAPPING, EXTRUDING, LOFTING, SMOOTHING; ORGANIC AND INORGANIC MODELING.**
- **EXPERTISE IN INTERIOR AND EXTERIOR HARD SURFACE MODELING, PARTICULARLY ARCHITECTURAL.**
- **TEXTURING SKILLS ARE SUPERB, KNOWLEDGE IN MATTE PAINTING, AND THREE DIMENSIONAL TEXTURING THAT CONSIST OF MULTIPLE PASS MAPS (DIFFUSE, SPECULAR, NORMAL, BUMP).**

ANIMATING & RIGGING SKILLS

- **KNOWLEDGEABLE IN SOFTWARE PACKAGES SUCH AS MAYA, 3D STUDIO MAX**
- **SKILLS INCLUDE ANIMATING SHORT PERFORMANCE PIECES THAT SHOW EMOTION, CHARACTER AND PERSONALITY; SECONDARY ANIMATION, WALK CYCLES, LIP SYNCHING, BLEND SHAPES, DEFORMATIONS**
- **VERSED IN SKELETON CREATION THAT INCLUDES SKINNING, RIGGING IK/FK, DOPE SHEET, TRAX EDITOR, SPACING, TIMING AND ALL OTHER GENERAL EDITORS**
- **EXPERIENCED IN ANIMATING DUAL CHARACTERS SIMULTANEOUSLY**

MOTION CAPTURE SKILLS

- **EXPERIENCED IN MOTION ANALYSIS SYSTEMS. RESPONSIBILITIES INCLUDED**
- **ACTING, SETUP, MARKER TRACKING, IMPORTING, EXPORTING MARKERS, CLEANING, ATTACHING MOTION MARKERS TO SKELETON ALL USING CALCIUM AND EVART SOFTWARE.**



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PRODUCTION EXPERIENCE

• G2 FIT LLC

LONG BEACH, CALIFORNIA (APR 2010 – OCT 2010)

COMPUTER GRAPHICS ANIMATOR FOR A PHYSICAL FITNESS COMPANY.

- ANIMATED THREE DIMENSIONAL SCENES THAT WAS LATER PRODUCED AS A DVD FOR NATIONAL DISTRIBUTION.
- STORYBOARDED AND DESIGNED ANIMATION BASED ON INSTRUCTIONAL VIDEOS.
- REFERENCED VARIOUS ACTORS TEACHING YOGA AND OTHER PHYSICAL AND FLEXIBLE TECHNIQUES.
- MODELED, TEXTURED, AND ADDED LIGHTING EVERY SCENE/POSE TO SET THE STAGING AND MOOD.
- RENDERED ENTIRE PRODUCTION WITH MENTAL RAY AND SOFTWARE RENDERING.
- USED MAYA FOR ALL PRODUCTION COMPONENTS (PRE, PRODUCTION, POST).
- CHOSE AFTER EFFECTS TO BUILD THE SEQUENCE IN THE PROJECT FOR FINAL POST PRODUCTION.
- CLIENT AND CUSTOMERS WERE EXTREMELY SATISFIED WITH PRODUCT. WORK WAS HIGHLY RECOMMENDED.

• HISTORY CHANNEL (WHITNEY DIGITAL PRODUCTION TEAM)

BURBANK, CALIFORNIA (OCT 2008 – DEC 2008)

AN INDEPENDENT CONTRACTOR THROUGH WHITNEY DIGITAL PRODUCTIONS.

- MODELED ARCHITECTURE FOR BIBLICAL STRUCTURES USING MAYA.
- RESEARCHED MATERIAL AND INCORPORATED REFERENCE FOOTAGE INTO THREE-DIMENSIONAL MODELS.
- LAID OUT UV MAPS AND TEXTURED ALL MESHES.
- COLLABORATED WITH OTHER MEMBERS OF PRODUCTION TEAM TO ENSURE REALISM AND AUTHENTICITY.

• RED GIANT STUDIOS (PRODUCTION ANIMATION TEAM)

SANTA MONICA, CALIFORNIA (SEP 2007 – JAN 2008)

MEMBER OF JANITORS THROUGH TIME; A 3D ANIMATED PILOT FOR RED GIANT STUDIOS

- MODELED AND ANIMATED CHARACTERS IN MAYA; CREATED BLEND SHAPES FOR FACIAL ANIMATION.
- WORKED WITH TEAM TO ENSURE THAT THE PIPELINE FLOWED FLUIDLY; MODIFIED REFERENCED MODELS TO UPDATE THE PILOT.
- RESEARCHED HISTORICAL ASPECTS OF THE PILOT THAT INCLUDED OBJECTS, ATTIRE, SCENERY, ARTIFACTS, TOPOGRAPHY AND TOOLS THAT WERE PERTINENT TO THE ANIMATED PILOT.
- MODELED SURROUNDING ENVIRONMENTS WITH POLYGONS AND NURBS.

• GAME WIZARDS (GAMING PRODUCTION TEAM)

SANTA MONICA, CALIFORNIA (SEP 2007 – DEC 2007)

MEMBER OF GAME WIZARDS. EXPERIENCE IN VARIOUS ASPECTS OF THREE-DIMENSIONAL GRAPHICS.

- DESIGNED TWO VIDEO GAMES MYTHOS AND THUNDERFLASH.
- WORKED WITH TECHNOLOGICAL DEPARTMENT ON GAME ENGINES. USED VALVE® SOFTWARE GAME ENGINE FOR HALF-LIFE 2: DEATHMATCH AND DAY OF DEFEAT™; SOURCE AS THE FOUNDATION FOR THE SOURCE ENGINE.
- ENSURED THE FLUIDITY OF GAME PLAY AND THAT PLAYER'S ASSUMED VARIOUS MILITARY ROLES BASED ON HISTORICAL AND TACTICAL OPERATIONS.
- COMPILED CODE WITH MICROSOFT VISUAL C++.
- CONFERRED WITH OTHER TEAM MEMBERS TO CONFIGURE THEIR NEEDS INTO THE GAME ENGINE; ADDED, DELETED, AND ADJUSTED ATTRIBUTES TO ALL OBJECTS PERTINENT TO GAME DEVELOPMENT.
- OVERSAW THE COMPILATION AND FUNCTIONALITY OF THE CODE AS DEVELOPMENT PROGRESSED; DEBUGGED AND FIXED SCRIPTING ERRORS IN MICROSOFT VISUAL C++.
- NETWORKED WITH OTHER MEMBERS OF THE STEAM COMMUNITY FOR DIAGNOSTIC PURPOSES.

• RED GIANT STUDIOS (PRE-PRODUCTION ANIMATION TEAM)

SANTA MONICA, CALIFORNIA (JUL 2006 – SEP 2007)

MEMBER OF KING OF INK PILOT; A 3D ANIMATED PILOT FOR RED GIANT STUDIOS.

- ANIMATED SCENES THAT INCLUDED LOCOMOTION, LIP-SYNCHING, FACIAL ANIMATION, CAMERA TECHNIQUES IN MAYA
- ANIMATED FK/IK STYLE RIGS.
- MODELED AND LAID OUT UV MAPS FOR POLYGONAL OBJECTS THAT WERE IMPORTED IN EACH SCENE THROUGHOUT THE PRODUCTION.