

15-year veteran 3D Artist with a demonstrated history of seeing projects through to completion both as production lead and artist. Previous clients include Microsoft Gaming, Dell, HP, Logitech, GoPro, and Lockheed Martin. Skilled in industry-standard software such as Adobe Photoshop, Autodesk Maya, and 3D Studio Max.

Key Skills

- Managing a project and group
- Directing look and feel of imagery
- Developing working pipeline
- Training and collaborating with team members
- Meeting client deadlines and exceeding expectations
- Comprehensive understanding of the principles of animation, modeling
- Lighting, texturing, and compositing
- Researching and learning new tools and techniques to elevate overall work and efficiencies

Software Experience

- Adobe Photoshop
- Adobe After Effects
- 3D Studio Max
- Maya
- V-Ray
- Substance Designer
- Creo Pro-E
- Autodesk Inventor
- Microsoft Office

Professional Experience

Senior 3D Artist

Aniden Interactive

Austin, TX • 2013 to Present

Led a team of artists in creating photorealistic renderings for several high-profile clients including Dell, HP, Microsoft Gaming, Whirlpool, Logitech, and GoPro while collaborating closely with their creative teams to ensure their vision was realized.

Responsible for leading the still imagery team, directing production, assigning tasks, reviewing images, communicating with clients, and developing working standards, tools and overall pipeline. Production responsibilities include lighting, composition, compositing and creating surface materials for high-level product CAD.

Editor

Heavy

NYC, NY • 2012

Worked as a writer and editor for several sections of an online magazine. I worked closely with partners to create content with a focused target by demoing products, conducting interviews and writing original articles.

Created daily content including writing, photography, retouching and video. Focuses were on partner synergy, SEO, and viewer engagement.

Lead Graphic Art

Lockheed Martin/Splintertek LLC

Moorestown, NJ • 2008 to 2011

Worked as a lead in the E-Media department, both producing photo-realistic rendering and directing a team to produce large scale training simulations to exacting client specification.

Responsibilities focused on hard surface and architecture visualization. Directly led a team of artists on various projects, overseeing workload, art direction and ensuring on time and satisfactory delivery. Secondary responsibilities included character and camera animation, lighting, material definition, compositing, video and sound editing

3D Artist

CadRender

Wilmington, DE • 2005 to 2008

Worked to produce photo-realistic images of both architectural interior and exterior imagery. Responsible for every step of production, from initial modeling based on architectural elevations, material creation, camera composition, animation, lighting, rendering and compositing.

Responsibilities included modeling, texturing, lighting, animation, compositing, and editing both still imagery and animations for architectural clients up and down the east coast. Worked on a wide range of images and animations for both commercial and residential buildings.

Education

Art Institute of Philadelphia

Bachelor's in Media Arts and Animation

Philadelphia, PA • 2001 to 2004

Multiple Dean's List Awards

Three Academic Achievement Awards

Best of Quarter Awards:

- 2D Computer Design
- Project Management
- Animation Production Team