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SKILLS

- Maya
- Zbrush
- 3D Studio Max
- Photoshop
- Illustrator
- After Effects

EDUCATION

The Art Institute of California, Los Angeles

Graduation Date Spring 2011

Bachelor of Science Degree in Media Arts & Animation

- Emphasis on 3d Modeling/Texturing

EXPERIENCE

3d Modeler / Intern | J Bullock & Associates

4/16 - present

- Texture V-ray plants, add to library.
- Model plants and trees when necessary in 3ds Max
- Model houses from CAD files in 3ds Max

3d Modeler / After Effect | Educating Young Minds

3/11 - 4/16

- Model and texture 3d models for Virtual worlds
- Model characters and props for videos
- Animate using After Effects and Maya for videos

Red Giant Productions, AICA-LA

9/09 - 12/09

Student Project - Game Trailer

Texture Artist / Environment artist

- Modeled and textured assets as needed in Maya.
- Paint textured models using Photoshop
- Worked in a pipeline to assure assets are created in a timely manner

Game Wizards Productions, AICA-LA

5/08 - 8/08

Student Project - Game Mod: Aftermath

- Zombie/Scavenger level mod using 3d Studio Max and Unreal Engine
- Built assets and buildings in 3DS Max
- Painted textures using Photoshop
- Collaborated with environment lead import assets to unreal engine

Motion Analysis Studios

6/06 - 8/06

Intern

- Cleaned up animation data recorded from live actors
- Utilized house software EVaRT
- Assured tracking points don't cross over to other side of live actors