

SKILLS

Modeling, Texturing, VFX Animation, Interactive Content Creation, Python Scripting, Creator API coding, Database Management, Systems Engineering, Pre-visualization, Shading & Lighting, Editing, Compositing, Color Correction, Matte Painting, Render Management, Proposal Writing, Contract Negotiations, New Business Development, R&D

SOFTWARE

Maya, Creator, 3DS Max, Photoshop, Nuke, Fusion, Shake, Combustion, After Effects, Final Cut, Mental Ray, Cube, Backburner, Flash, Dreamweaver, Eclipse, Excel, Word, Power Point, Python, MEL, XML, HTML, ActionScript, C#

WORK EXPERIENCE

Trinity Computer Solutions, LLC – Orlando, FL.....Apr 2010 – Present

Project Manager / Director

- Managed 3d Stereoscopic IMAX production
- Staffing of in-house and freelance contractors
- Coordinated direction with contractors
- Implemented proprietary cost-effective 3d stereo pipeline

EPL Productions – Celebration, FL.....Jan 2011 – Sept 2011

Technical Director / Lead Artist

- Coordinated designs and presentation materials
- Systems management and consultation
- Developed 3d sets for walkthrough animations
- Developed illustrated layouts

3D Producer.....Jul 2007 – Feb 2008

- Developed over 75 models (CCTT)
- Coordinated designs with Lockheed Martin
- Designed artwork showcased on website

CAE USA, INC. – Orlando, FL.....Sept 2009 – Nov 2010

Professional Services – Visual Database Modeler

- Developed automated tools for production
- Produced 265+ models and textures
- Integrated 3d entities into IG via Lithos/TerraVista
- Created Plug-in for TerraVista Extruded Buildings

Full Sail University – Winter Park, FL.....Sept 2005 – Oct 2010

VFX Art Director / Portfolio Content Creation Instructor.....May 2009 – Oct 2010

Demo Reel Creation Instructor.....Jan 2006 – Apr 2009

Compositing and Scene Finishing Instructor.....Sept 2005 – Dec 2005

- Supervised/directed student projects
- Lectured on VFX techniques, practices, and technology
- Developed instructional Podcast videos
- Hardware system management and consultation

Platinum Creative – Winter Park, FL.....Sept 2005 – Apr 2006

3D Producer

- Managed artist team for 3d operations
- Created and supervised 3d asset content
- Composited 3d assets for interactive content
- Developed assets for award winning Fullsail.com

AWARDS AND ACHIEVEMENTS

Artwork showcased on Computer Animation title page (www.fullsail.com).....2006 – 2008

Artwork showcased at Siggraph at Alias Booth, Autodesk Booth, FullSail Show Reel.....2005 – 2006

1st Place, 3d Animation and Visualization, Skills USA VICA, National Championship.....2003

1st Place, 3d Animation and Visualization, Skills USA VICA, State Championship.....2002 – 2003

Awarded Medal of Service for work rendered in the Tech Ethics Society (HSTC).....2003

EDUCATION

Associate of Science in Computer Animation.....2003 – 2005

Full Sail University, Winter Park, FL

- Awarded Advanced Achievement Award
- Represented Full Sail University in Washington D.C. as Computer Animation Representative

BOTTOM LINE

There is a heavy drive to reach high-quality results in all aspects of my life. I believe surpassing this vision comes from the leading desire for success, the passion for production, and the gratification bought from experience.