

Career Objective

A self motivated artist seeking to further my career in visual effects, specializing in character and hard surface modeling for film, television and game cinematics.

Professional Experience

Motion Theory Freelance 3d Modeler Modeled assets for production purposes	Feb. '09 - Current
PSYOP Freelance 3d Modeler Modeled assets for production purposes	Nov. '08 - Jan. '09
Gulfstream Aerospace Corporation Contract 3d Modeler Given high poly CATIA models to reduce so they can be used for high resolution stills and animation	June '08 - Nov. '08

Software Knowledge

Proficient	Familiar
Maya/mental ray	Vue 6
3ds Max/polyboost	Vray
Zbrush	AfterBurn
Adobe Photoshop	Shake
Adobe Illustrator	Dreamweaver
After Effects	HyperShot
Operating Systems	
Windows, Mac OS, Linux	

Education

Bachelor of Fine Arts in Visual Effects, Savannah College of Art and Design August 2008

Skills

Character, hard surface and environmental modeling using Polygons as well as knowledge of NURBS and Subdivision Surfaces