New York, NY
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SUMMARY

Skilled 3D modeler and animator with a solid understanding of entire production pipeline. Familiar with working within both high poly and low poly requirements for games and video in a variety of styles. Ability to participate in any stage of production, modeling, texturing, rigging, and animation

EDUCATION

Ringling College of Art and Design, Sarasota, FL
Bachelor of Fine Arts: Computer Animation 2012

Hasbro Zbrush Workshop 2011 and 2012
   o Worked with Hasbro Sculptors to learn action figure workflow
   o Creation of fully articulated toy sculpts based on personal design

SKILLS / SOFTWARE KNOWLEDGE

Design Software	3D Software
o Photoshop	o Maya
o Premiere	o Zbrush
o After Effects	o Motion Builder
o Microsoft Office	o 3D Print + CAD Optimization

EXPERIENCE

3D Artist   2013-2018
Charlex, New York, NY
   o Character and environment modeling / texture work
   o Zbrush development and integration
   o Use of VR technology

3D Artist   2013-2018
321 Launch, New York, NY
   o Asset and Character project Lead
     - Allocation and management of artists to meet needs of project
     - Work with Director to create vision required of clients
   o Advertisement production and layout
   o Motion Capture Operaton

Freelance 3D Artist   2015
WWE,, Stamford, CT
   o Modeling / Rigging of WWE wrestling belts
   o Lighting and Rendering of promotional material

Freelance 3D Artist   2012-2015
Envisual - Alloy, Westerville, OH
   o Creation of 3D models and assets
   o Layout development for print promotions
   o Toy box artwork
   o Consumer Marketing visualization

3D Animator   2015
Method Studios, New York, NY
   o Layout and Animation
   o Hard surface product modeling
     -CAD conversion to poly layout

3D Modeler   2013
Panda Panther, New York, NY
Intern
   o Developing 3D Assets and Characters
   o Use of motion tracking data and image projection

Animation Intern   2011
National Insitutes of Health, Maryland
   o Collaboration with Cancer Research scientists
   o Visual artwork for scientific presentations and publications
   o Animations and scientifically accurate models of influenza virus
   o Developing models for use in 3D Printing