

Summary:

Skilled in composting and 3d modeling, specializing in composting, I am proficient in Nuke, Photoshop, Maya and Zbrush.

Computer Skills

- Nuke
- Photoshop
- Zbrush
- Maya
- Mari
- Mocha
- 3ds Max
- Modo
- PF Track
- Dreamweaver
- Premiere
- Painter X
- Mental ray
- Illustrator
- Shotgun

Education:

The Digital Animation and Visual Effects School

Visual Effects Production Diploma

The University of Advancing Technology, Tempe Arizona

Bachelors of Arts in Multimedia: Specializing in 3d Digital Animation, Interactive Media and Web Desgin

Work Experience:

Compostor/3d modeler: Production: It's a DAVE School Thing **2017**

- Composted and integrated CG assets use 3D tracking and color correction
- Camera tracked the plates for animation and modeling using Nuke and PF Track
- FX (cloth) modeled cloth an and ran the simulation for the Grimm Reaper character
- Prepare object in plate with Rotos for CG assets to integrate with plate
- 3d modeling assets for the shot
- Clean plate of tracking markers and other imperfections to improve the appeal of the shot
- Attended daily meetings to discuss problem, troubleshoot and update on deadlines

Cameraman and associate: Bell Photographers **2011 July - 2013 May**

- Take photos of students for schools K-12 grades and school dances
- Help set up lights and backdrops for photos shots

Web Masater: T. D. Design **2006 May - 2013 March**

- Developed the logo
- Designed the layout of the site
- Developed all content and objects for website
- Maintain the website with updates/upgrades as needed

Lead Graphic Artist: Shirtail **2006 May - 2007 July**

- Separate and prepared sheets of individual colors used in the printing prose
- Aided customers with
 - o Concept for layout
 - o logo degins and implametion
 - o Colors that would appaer best on the prodect