

## I am a..

Design Visualization Specialist responsible for creating and graphically enhancing a wide variety of elements ranging from conceptual renderings to computer-generated imagery (CGI) and animation. Duties include modeling and translating details from conceptual ideas to final products for engineering and architectural visualization projects. Software frequently employed includes 3ds Max, Revit, AutoCAD, Microstation, Adobe Illustrator, Photoshop, and Flash. Professional skills include 3D modeling, 3D rigging, facial rigging, lighting, texturing, set design, 3D animation, and stop motion animation.

And boy, oh boy, do I love doing this.

## Professional Experience

- 3D Artist - Currently at Gannett Fleming, Camp Hill PA. Responsible for all aspects of architectural, MEP, roadway, bridge visualizations and animations. Working primarily in 3ds Max from BIM projects; Bentley Microstation, Autodesk Revit and AutoCAD platforms. Also responsible for corporate video production; filming and editing, working in Adobe Premiere, After Effects and Audition. I've worked on over 235 different projects so far at Gannett including over 60 animations and films.
- 3D Artist - SHW Group, Houston TX. Responsible for architectural visualizations. Modeling in Sketch-up and Max. Reading from AutoCAD and Revit files. Lighting, rendering in Mental ray and VRay. Working with designers in short turn around to produce client images. Photoshop and Illustrator art work for design boards and flatbooks. December 2007 to July 2009.
- Character Modeler and Rigger - Short Film, Cherie and Jasmine by Aki Wallace. All modeling, rigging of character utilizing Jason Osipa's Stop Staring and Jason Schleifer's Animator Friendly Rigging methods in Maya. Mel scripting, Photoshop. 2007.
- Character Modeler and Rigger - Short Film, Movin' Out by Tamara Wagenknect. All modeling and rigging of characters in Maya. Mel scripting, Photoshop. 2007.
- Character Modeler, Rigger and texturer - Short Film, Tot Spots. All modeling, texturing and rigging of characters in film. Maya, Mel scripting, Soft body Dynamics. Photoshop. 2007.
- Modeler - EA Professional Production Class, made assets for games such as Tiger Woods Golf and NASCAR. Maya, Photoshop. 2007.
- Technical Artist - Cardinal Law Group, Evanston IL. Drawings for patents. Illustrator, 3D Max. 2000 to 2006.
- 3D Visualizations - Visualizations for clients such as Powell Kleinschmidt Architects. Published in the book "Powell Kleinschmidt 25 Years of Architecture" p.162-165; Thomas Job Interiors and William Collins Furniture Design. 3D Max, Maya, Lightscape, Photoshop, Illustrator. 1999 to 2005.

## Software Skills

- 3D Max
- Maya
- Unity
- VRay
- Photoshop
- Illustrator
- Adobe Premiere
- Adobe After Effects
- Bentley MicroStation
- AutoCAD
- Revit
- Flash

## Professional Skills

- 3D Modeling
- 3D Rigging
- Facial Rigging
- Lighting
- Texturing
- Set Design
- 3D Animation
- Stop Motion Animation
- 3D Animation

## Education

Savannah College of Art and Design, Savannah, GA

- M.F.A. in Animation pending thesis.
- Teaching Assistant in Rigging Class
- Modeled and Rigged for Collaborative Film "Tot Spots"
- Fellowship Award

Columbia College, Chicago, IL B.A. 2003

- Graduated cum laud Liberal Arts Degree
- Studied Film and Animation
- Received Honorable Mention in Year End Screening of First Film "Dark Heart"

## References

John Crowel, Manager, Web & Multimedia, Gannett Fleming Inc.  
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a division of Gannett Fleming, Inc., 717.763.7387 x2149 jmarshall@gfnet.com