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OBJECTIVE

A position within a passionate and results oriented company where I can produce my highest quality of work and contribute to the company's growth and success.

EXPERIENCE

Skechers, Inc., Manhattan Beach, CA

3D Modeler / Visualization Artist

04/2013 - present

Aided in the development of all aspects of the 3D visualization department of a long standing footwear company.

Utilized 2D CAD data and 3D scan data to recreate products digitally that were still in development stages, giving designers the ability to visualize and edit their product in real-time.

Contributed to the cost reduction efforts of sample making by providing on demand 3D visualization at the factory for immediate design changes.

Brewster Parsons, Venice, CA

Modeler

10/2013 - 11/2013

Modeled and UV-ed animated character assets to be used in Trussardi's "Sky Watcher" animated short.

Used stylized 2D illustrations to capture a specific look requested by the Art Director, while still maintaining integrity of models for use in an animation pipeline.

Modeler

12/2012 - 03/2013

Built models and managed assets for 8 minute promotional video for Royal Caribbean.

As sole modeler, was responsible for quickly making any edits requested, while maintaining and improving efficiency of models and UV's throughout the pipeline.

Responsible for ensuring large assets could be rendered properly without issues.

Digital Domain, Venice, CA

Modeler

12/2011 - 02/2013

Efficiently created set extensions, hard-surface vehicles, full CG environments, organic characters and props for *47 Ronin* and *Oblivion*.

Used a variety of software packages to effectively ensure the data was completed in a timely and accurate manner, and adequacy for downstream departments.

Created and laid out UV's to function with a Texture department using both Mari and Photoshop pipelines.

Took on artistic tasks outside of modeling, as requested by Production.

Pipeline Technology Coordinator

07/2011 - 12/2011

Set the standard for the previously undefined position on a Global scale.

Worked with teams of technical directors and software engineers both on location and across the world.

Took advantage of the opportunity to utilize familiarity with both Production and Technology to communicate necessary information to recipients on all sides of issues.

Digital Production Coordinator

07/2010 - 12/2011

Coordinated front end departments of Modeling, Texturing, Look Development, Tracking, Roto/Paint, Environments and FX to insure back end departments

received all elements to meet final deadlines for the 600 VFX shots of *Real Steel*.

Coordinated for Stereo Delivery for *Transformers 3: Dark of the Moon*, and ensured delivery of over 150 stereo shots, including native stereo, post-conversion, and a mix of both.

International Toy, El Segundo, CA
Freelance 3D Modeler/Sculptor 04/2010 – 12/2010
Modeled and sculpted based off 2D concepts for rapid prototyping using Maya, Zbrush, Paraform, and Meshlab.
Worked closely with supervisors to ensure product satisfaction, and meet deadlines to get the product to its destination on the shelf of the Disney theme parks stores.

Gentle Giant Studios, Burbank, CA
3D Technician / Modeler / Sculptor 11/2007 – 03/2010
Utilized 3D scanning technology including LiDAR, Cyberscanning, and Konica Minolta. Processed scan data using a variety of software including LeiosMesh, RapidForm, and Headus 3D tools.
Traveled to set locations to scan sets, props, and actors.
Took projects from development to scan acquisition, data processing, re-meshing, UV mapping, and final delivery of production-ready models.
Converted and prepped 3D data to assets for rapid prototyping and toy design.

SKILLS

Swift and flexible learning abilities with strong work ethic and attention to detail.
Strong understanding of Visual Effects, Rapid Prototyping and Product Development pipelines.
Courteous teamwork and interpersonal communication skills.
Traditional art skills

TECHNICAL QUALIFICATIONS

Software:

Maya
Photoshop
Zbrush
Illustrator
RTT DeltaGen

After Effects
LeiosMesh
RapidForm
Headus 3D Tools
FreeForm

Hardware:

Trimble GX LiDAR Scanner
Konica Minolta VIVID 9i 3D Scanner
Cyberware WBX Body Scanner
Cyberware 3030 Head Scanner
Polhemus FastSCAN Scanner

OTHER NOTABLE PROJECTS

One Per Person – Animated Short 07/2011 – 05/2012
Modeled props and character blendshapes on volunteer short animation project through Traceback Studios. Effectively managed my personal time to meet project deadlines and deliver a quality product outside of the studio setting.

Sucker Punch – Feature Film 08/2009 - 03/2010
Worked on location scanning sets, props, and actors over a 2 month period. Established pipeline to ensure all acquired data was processed and delivered by client deadlines. Processed data using Rapidform, LeiosMesh, Headus 3D tools, Maya and Zbrush.

Spiral – Student Film 05/2005
Worked collaboratively with fellow students as a cinematographer, lighting technician, editor, and sound technician to create an eight-minute film. Awarded Best Student Film award at Route 66 Film Festival, and Official Selection at Los Angeles International Film Festival.

EDUCATION

Ex'pression College for Digital Arts, Emeryville, CA 12/2004 – 08/2007
Bachelor of Applied Science – in the discipline of Animation and Visual Effects

Solano Community College, Fairfield, CA 08/2001 – 05/2003
General Education, emphasis on Fine Art and French language