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Objective

Obtain a 3D modeling/animation position where I can use my strong modeling and animation skills to make a positive contribution to the company.

Qualifications

- 3+ years 3D modeling and animation experience
- First hand experience working in a production pipeline with a deadline based environment
- Knowledgeable in many aspects of producing 3D Animations
- Strong multitasking skills
- Well-developed teamwork and leadership skills
- Eager to grow and learn in my field

Education

California State University Chico, May 2008
Bachelors in Applied Computer Graphics
Minor in Art

Relevant Experience

Crab Cove - San Francisco, CA, February 2009 - April 2009
3D modeling and animation Intern

- Create 3D models from Concept art provided by art department
- Edit and adjust models to fit supervisors needs
- Added bones to character model

Cornerstone Family Entertainment - Modesto, CA, July 2008 - December 2008
3D modeling and animation Intern

- Worked on skill enhancement and client work
- Created several 3D characters
- Adjusted old model to function properly with weight map
- Created an animation performance for product that will be shipped

Chico State Game Studios - Chico, CA, September 2007 - May 2008
Level designer and Artist

- Focused on working in a production based environment
- Collaborated with lead designers to conceive and create assets for game mod
- Created several textures for in-game models

References Available Upon Request