

**OBJECTIVE** To obtain a position in the visual effects and motion graphics field, working as a 3D Generalist or Compositor.

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**EDUCATION** Bachelor of Science, Visual Effects and Motion Graphics *March 2008*  
The Art Institutes International Minnesota, Minneapolis

**Related course work:**

**Advanced Broadcast Graphics**

Worked on multiple projects starting with concepts and test shots following through to completion, while meeting weekly checkpoints.

**Advanced Visual Effects**

Coursework consisted of matchmoving, tracking, rotomation and compositing of 3D elements into live action plates.

**3D modeling**

Gained knowledge of multiple modeling techniques with nurbs and polygons.

**3D Effects**

Used Maya dynamics to create many different effects such as tornadoes, wall breaks, smoke and fire.

**Production Studio**

Worked as a team to concept and complete a project that required auditioning talent, scheduling shoot dates, incorporating visual effects, adding motion graphics and making it seamless with compositing.

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**SKILLS SUMMARY**

**Programs:**

- Adobe After Effects
- Adobe Photoshop
- Adobe Illustrator
- Autodesk Maya
- Autodesk Combustion
- Apple Shake
- Boujou
- GIMP(GNU Image Manipulation Program)
- Final Cut Pro
- Realflow

**Operating Systems:**

- Windows
  - Mac OSX
  - Linux
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**WORK EXPERIENCE**

**Baked Goods**

*Los Angeles, CA (May 09-Current)*

• **Intern**

Working along with senior artist on high end music videos and promos in a fast paced post production environment. Assisting and completing tasks, such as, creating 3D dynamics, compositing and rotoscoping.

**Zoic Studios**

*Culver City, CA (January 09-April 09)*

• **Intern**

Rotoscoping for episodic and pilot television shows. Assist in rendering of 3D objects/scenes and reference image sequence for animation artists. Assist with administrative work. Delivery and pick up of media to and from Zoic Studios.

**Circuit City**

*Huntington Beach, California (September 08-March 09)*

• **Technology Sales**

Working as part of a team using lifestyle questions coupled with knowledge of technology to identify the needs of the customers. Then creating unique technology solutions that include services to guarantee high customer satisfaction.

**Havana Cosmic and Company**

*Minneapolis, MN (July 08)*

• **Logo Animation**

Design and assist with logo designs and animation. Setup network for company workstations.

**Office Depot**

*Minneapolis, MN (September 06-September 08)*

• **Technology Sales**

Worked as part of a team to provide custom technology solutions for customers. Also promote the sales of attachments to technology items, so that customers get the full use of features on their technology items.

# SHOT BREAKDOWN LIST



**Project: Soda Ad**

Pouring liquid creates the shape of a can. Strips of the can then materialize and wrap around the liquid.

**What I did:**

Model, light, texture, animate, render, composite 3D soda can, environment and liquid simulation. (All aspects of production)

**Software Used:**

Realflow, Maya, Illustrator, Photoshop, After Effects



**Project: Hot 'n' Cold**

Motion Design created using two words "Hot" and "cold" with only reds and blues.

**What I did:**

Animated the words "HOT" and "cold" using dynamics and keyframing. Then compositing together to look like one motion.

(All aspects of production)

**Software Used:**

Maya, After Effects



**Project: Logo Animation**

**What I did:**

Created hills. Animated sun, flowers, and camera pulling back through scene.

**Software Used:**

Illustrator, After Effects



**Project: Logo Animation**

**What I did:**

All aspects of production.

**Software Used:**

Maya, Photoshop, After Effects



**Project: 2D Logo Animation**

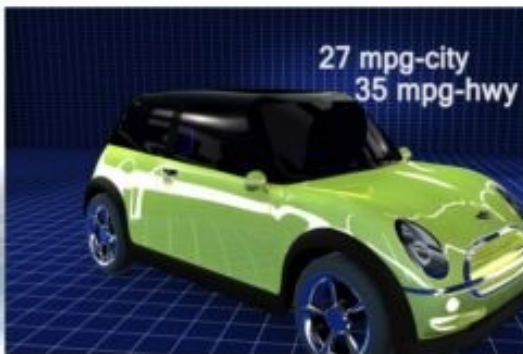
**What I did:**

Design and animate.

(All aspects of production)

**Software Used:**

Illustrator, Photoshop, After Effects



**Project: 3D Mini Cooper**

**What I did:**

Model, light, texture, animate and composite car, text and environment.

**Software Used:**

Maya, After Effects



**Project: 2D Logo Animation**

**What I did:**

Animate 3D stroke and logo.

**Software Used:**

Illustrator, After Effects



**Project: 3D Logo Animation**

**What I did:**

Model, light, texture, animate, render and composite.

**Software Used:**

Maya, Photoshop, Illustrator, After Effects



**Project: Ocean Pier**

**What I did:**

Extend pier, create 3D ocean, pull matte from greenscreen, composite.  
(All aspects of production)

**Software Used:**

Maya, Shake, Photoshop



**Project: 3D Particle Man**

**What I did:**

Model, light, texture, dynamics, animate and composite.

(All aspects of production)

**Software Used:**

Maya, Shake, Photoshop