

OBJECTIVE

To express my passion for visual effects and 3-dimensional animation by joining a team of artists working collaboratively to produce feature film quality graphics. My goal as a digital artist is to take part in the future of entertainment, striving to create breathtaking visuals that will leave the audience questioning reality, suspending their belief of what is real.

EDUCATION

The Illinois Institute of Art: Chicago, IL: October 2005 - January 2009
Bachelor of Fine Arts in Visual Effects & Motion Graphics; with honors

SOFTWARE PROFICIENCIES

3D Studio Max - Six years experience specializing in 3D modeling, animation, and dynamics, also proficient in texturing and lighting.
Alias Maya - Two years experience, proficient in particles, dynamics, and animation.
Adobe After Effects - Three years experience in compositing and motion graphics design.
Adobe Photoshop - Six years experience in image design, texture creation, and matte paintings.
Adobe Illustrator - Three years experience in vector based logo design and image creation
Experience with FumeFX, RealFlow, VRay, Mental Ray, and Trapcode plugins.
Four years experience in web design, knowledgeable in basic HTML, CSS, and Flash.
Working knowledge of Avid and Final Cut Pro editing suites

SKILLS

Strong sense of visual thought and communication
Powerful ambition to push the limits through innovation and originality
Clear perception of reality and precise attention to detail
Keen ability to quickly adapt to new software and techniques

ACTIVITIES & HONORS

Awarded "Best In Show" in Visual Effects & Motion graphics at *Fashion And Media Extravaganza* Chicago, March 2009
Awarded "Best In Show" Graduating Portfolio Showcase, December 2008
Motion Graphics work displayed at *Fashion And Media Extravaganza* Chicago, April 2008
Motion Graphics work displayed at *Apple Media Show*, October 2007
2005 Artist Of The Year accompanied by \$500 scholarship
Established throughout the World Wide Web as a digital artist

RELATED WORK EXPERIENCE

Outsider Inc.: January 2009 - June 2009

Assistant Designer

Producing 2D and 3D broadcast graphics, management of media inventory, operation of core equipment, technical and creative troubleshooting.

Freelance Digital Artist: January 2005 - Present

Producing 2D and 3D graphics for independent clients.