

Skills

CINEMA 4D, Cineware, Adobe CC (2017.x): After Effects, Photoshop, Illustrator, InDesign, Lightroom, and Premiere.
VCP: Element and Optical Flares, Red Giant Suites: Color, Effects, and Trapcode Suite. Maya, MODO, Retopology, Mesh Fusion, ZBrush, ZModeler, Lo-Poly & Hi-Poly Workflow, KeyShot for ZBrush, CrazyBump, UVLayout, V-Ray for Maya, Mental Ray, V-Ray for C4D. Apple Logic Pro X, Propellerheads Reason, and Native Instruments Komplete.

Experience

3D Artist, The Nature's Bounty Co., Ronkonkoma, NY — 6/2017 - 10/2017

Responsible for the conceptualization, design, modification and production implementation of 3D assets for final renders of entire product line. Brands include Ester-C, Body Fortress, Balance Bar, Osteo Bi-Flex, Sundown Naturals, Met-Rx, and Solgar. 3D Modeling, Texturing, UVing, Scene Assembly, Look Development, Lighting, Rendering, and Compositing for print ads, corporate, and sales/marketing materials. Files for use with The Foundry Modo, Adobe Illustrator, and Adobe Photoshop. Macros, PERL Script, and Mechanical Color Render Monkey 2.

Freelance, Los Angeles, CA & New York, NY — 5/2007 - Present

2D & 3D animation, visual effects, compositing and design for on-air, broadcast, film, and video games. Delivered multiple formats and outputs, toolkits and production-ready project files. Worked for clients creating: product advertising, theatrical trailers and international marketing, broadcast show packages, video game cinematics, company ID, logo development, animation for film and television. Clients Include: Dreamworks, Fox, Blue Sky, Interlace Media, Audax Films, Kojima Productions, Toyota, The Mill, Imaginary Forces, Blur Studio, Intel, Gannett, Zoic, Taylormade, Hyundai, Chromatic, Fox Sports, DIRECTV, NFL Network, Adobe Systems Incorporated (previously Macromedia), University of California at San Diego, and Sapient, Inc.

Consultant, Interlace Media, Hollywood, CA — 3/2013 - 11/2013

Designed, animated and composited trailers for Dreamworks, Blue Sky and Fox theatrical marketing. Heavy compositing, keying, 3D tracking, animation and cg integration with footage for editorial marketing design for broadcast and in theaters.

3D Designer, NFL Network, Culver City, CA — 7/2010 - 1/2014

Designed and animated for broadcast television, created 3D artwork and design for NFL branded shows.

3D Artist, DIRECTV, New York — 8/2010 - Present

Worked with the DIRECTV New York design group to implement 3D versions of their 2D logo designs. Created a new set of logos for 2014. Created the current DIRECTV logo, DIRECTV 3D, various 3D logos and animated the DIRECTV Blimp.

3D Artist/ Production Artist, DIRECTV, El Segundo, CA — 1/2007 - 5/2010

Worked with the Advanced Services internal team for interactive television applications, and the DIRECTV interactive guide. 3D animation for broadcast, as well as for Icon and interface design.

Senior Production Artist, Adobe Inc., San Francisco, CA — 10/2001-3/2006

Worked on Adobe.com website, performing client-side updates and development with tasks ranging from web production to graphic design. Played key role in implementation of entire website, including Macromedia branding to Adobe.

Education

Gnomon School of Visual Effects

Polygon Modeling 1, Texture Mapping 1, Introduction to Compositing using After Effects, 3D Painting using Bodypaint, Motion Graphics using After Effects, Photoshop and Cinema 4D, Lighting and Rendering 1, Environment Creation for Games, Character Creation for Games, Character Kinematics.

Fashion Institute of Technology, New York, NY

Associate of Applied Science, Major in Fashion Illustration - 1997
Associate of Applied Science, Major in Advertising Design - 1998