

## Compositor | 3D | Motion Graphics

-Strong Design and Color Theory Background-

- 7+ years designing and producing virtual and constructed sets for television production, based on key reference and concept drawings.
- Proven skills in managing multiple projects simultaneously while utilizing excellent organization, critical thinking skills, and good judgement.
- Effective team player. Works well with senior artist to meet aesthetic goals.
- Anticipates problems and seeks out answers before they become critical issues.

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### KEY PRODUCTION SKILLS

- Specializing in 3d Modeling, Maya
- Compositing in Shake
- Tracking in Synth Eyes
- Concept creation in Illustrator
- Fluent knowledge of Photoshop
- Asset creation in the Unreal 3 engine
- Rendering in Maxwell, Vray & Mental Ray
- Motion graphics and Compositing in After Effects

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### PROFESSIONAL HISTORY

#### **Three Angels Broadcasting Network, West Frankfort, IL**

*World Wide Satellite Television Network*

*Feb 09 - Present*

##### **Lead Artist**

Direct between three and six artists depending on projects, in multiple disciplines.

- Responsible for creation of New Network Logo, along with Network ID promos and revamping of flagship program.
- Interface with other production departments at 3ABN to create viable production workflows and pipelines for content creation and management.

#### **Big Rooster , Madison, WI**

*Independent Game Developer*

*March 08 - Feb 09*

##### **3D Environmental Artist**

Responsible for various modeling tasks ranging from organic to hard surface modeling.

- Constructed various element for the Sulaco sickbay and the "Alien Infested" areas for Gearbox's Aliens: Colonial Marines.

- Modeled five planes, several small arms and other assets for the Wings of War downloadable title.
- Built “near future” vehicles for upcoming Pi studios title.
- Prepared game assets made by TT Interactive for translation into the Unreal 3 engine for the Lego Batman web episodes. Trouble shot and reworked Maya files to be acceptable for Unreal 3.

**Three Angels Broadcasting Network, West Frankfort, IL**

World Wide Satellite Television Network

July 03 - Feb 08

**Lead Modeler**

Expertise and demonstrated skills in modeling and texturing of virtual sets and motion graphics elements. Multiple responsibilities included project management, concepts, design and reference gathering.

- Constructed landmarks and elaborate cities based on key reference.
- Experience with high and low polygon counts and texture budgets.
- Developed “virtual camera” moves to add motion to green screen shows.

**Compositing Artist**

Responsible for integration of computer generated and live filmed elements. Developed effects to be used in opens and supervised film shoots in order to help post production run smoothly.

**Motion Graphics Artist**

Instrumental in creating new network identity packages and promotional motion graphics. Responsible for creating new show identification packages that helped the network stand apart from its closest competitor.

**Freelance**

2006-2012

- Heis Logic LLC- Created Corporate Identity package
- WXIX Cincinnati news room set design.
- Southern Illinois Miners baseball commercial.
- Architectural renderings for Branch 7 Marketing.
- Network Id’s for Lifestyle TV in Sweden.

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**EDUCATION**

**Southern Adventist University, Collegedale, TN**

1999-2002

Bachelors of science in 3d character animation with an emphasis in modeling.

References available upon request