

PROFESSIONAL EXPERIENCE - Maya Generalist**Freelance Services, Stoneham, MA.**

May 2013-Current

- Handling 3D assets for development of children's storybook, *The Littlest Robot*, for the iPad.
- Output an .obj file for 3D print for a coffee cup ornament.
- Lit and rendered props for live-action short film *Pink & Blue*.

Sirk Productions, New York, NY.

November 2012-January 2013, April 2013

- Animated a serpentine dragon with to blend in with a pre-existing cached animation on a "heliodisplay" medium for a convention.
- Utilized alembic caching for transferring animated assets from Maya to C4D.

Shilo, La Jolla, CA.

October 2011-November 2011

- Created, dynamically rigged, and animated several assets for a 30-second spot
- Hand tracked, rigged, and animated 3D elements for live-action spot

Royale, Hollywood, CA.

October 2010-July 2011

- Submitted thousands of Mental Ray render tasks for over a dozen 30-second television station channel identities.
- Created 3D environments with transfers to After Effects

Superfad, Culver City, CA. and Seattle, WA.

August 2009-October 2010

- Contributed in the building of assets for Superfad's first 3D interactive spot
- Edited grouping, shading assignments, naming conventions, and render layers for quality assurance

Duck Studios, Los Angeles, CA.

2007-2009

- Lead modeler for characters, environments, and props.
- Utilized MudBox and Shave & A Haircut for character details
- Assisted with fully-animated TV Commercials using the general Maya UI

BuckDesignLA, Los Angeles, CA.

2007

- Created and edited character models while utilizing ZBrush for displacement
- Created assets for commercials made for television

Mad Doc Software, Andover, MA.

January 2005-June 2005

- Assisted Art Director in environment object design
- R&D, modeled, and textured assets for a UT game engine with Gamebryo Software/3DS Max

SOFTWARE**Maya 2013:**

Modeling: NURBS/Polygons

Unwrapping: UV Layout/Roadkill

Texturing: Mudbox/ZBrush

Shading/Lighting/Rendering: Mental Ray/VRay

Hair: Maya Hair/Fur/Shave & A Haircut

Rigging/Animation: Basic Weight Painting/Manual Set-up

Cloth: nCloth

Particles: Maya particles/nParticles

Photoshop:

Texturing for 3D Maps

Bit Depth/Color space Adjustment

After Effects:

Compositing 3D Sequences

Color Correction

Matting and Keying

Tracking (also with Boujou)

EDUCATION**Northeastern University, Boston, MA**

Bachelor of Science degree in Animation, May 2006

GPA: 3.34 (Honors) + Bishop Award for Art

Coursework: Animation, American Architecture, History of Art, Color Theory, Figure Drawing, Photography, and Typography