



## career goals

As a 3D modeler and character animator proficient while working independently or within a team setting I seek to bring my own unique style and talents to a receptive and creative environment.

I'm currently highly experienced with Autodesk Maya and Max as well as Adobe Flash, Photoshop, Illustrator, Premiere Pro, After Effects, and Dreamweaver. I have also done extensive work with recording motion capture data and editing it in Autodesk Motionbuilder.

## work experience

### Electronic Arts Production Practices Class

spring 2007

modeler and texture artist

A one of a kind course offering at Savannah College of Art and Design that allows students to work as contract artists. Received potential in game assets that upon completion and review were included within EA titles pending release. This was an opportunity to experience the industry precisely as any professional artist contracted by EA would.

### The Goodall Wooten

summer 2006

assistant building manager

Cooperated with the other building staff at this international hostel located in Austin, Texas to provide and maintain a unique living environment for the international visitors and students of all ages alongside the traditional college students. Coordinated with the buildings Resident Advisors in the planning and carrying out of events and special activities.

### Simpler-Webb, Inc.

summer 2005

director of printed and digital media

Worked closely with the network security firm's owner's and heads of marketing and web design in order to design, implement, and distribute all necessary print media, web graphics, and also a two minute looping animation to be played above their booth at conferences.

### Northwest Missouri University

august 2003 - may 2004

resident leader

Operating in a role almost synonymous to the traditional Resident Advisor, I was also in charge of organizing and leading a one month long community service project for my residents.

## education Bachelor's of Fine Arts: Animation

june 2007

savannah college of art and design

After a strong foundation of fine arts training I focused on 3D character modeling and animation, while experimenting with unique visual rendering styles and techniques.

### Associate's of Science Degree

may 2004

missouri academy of science

In place of my junior and senior years of high school I attended this special program on the campus of Northwest Missouri State University. I took all college courses alongside traditional college students, and upon the completion of the two year program received my high school diploma and associates of science degree.

## awards & exhibitions

SCAD Combined Academic Honors Scholarship

SCAD Class of 2007 Cum Laude

Modeling and Animation for "white noise" to be included in a Michael Oatman installation

## references & reel

Available upon request.