



3D ARTIST and GRAPHIC DESIGNER

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EDUCATION

The Digital Animation & Visual Effects School
Graduating class of 2016

Kirkwood Community College

A.A.S. Graphic Communication Technology 2013

EXPERIENCE

New Balance - 3D Artist

January 2017 - Present

- Help develop and integrate a 3D pipeline
- Assist in training designers to work in 3D.
- Model, Texture and Render photo real shoes.

"The Thief Of Always"

July 2015 - June 2016

- Modeled and UV'ed

Kirkwood - Graphic Designer

October 2012 - August 2013

- Worked with marketing directors to ensure deadlines were met
- Assisted graphic designers with updates to the Kirkwood website
- Created brochures, flyers, posters, and schedules for the student body

RECENT FREELANCE

Bento Homes - 3D Artist

- Model and UV house
- Texture and setup materials.
- Setup Lighting in Maya Vray for Rendering.

Splash - 3D Artist

- Retopo shoe for use in production
- Make changes to shoe according to feedback
- Match reference to the exact position of scan

BudgetGutters - Web Development

- Ensure that code is up to par (HTML5 and CSS)
- Create intro page with 3D animation

SOFTWARE PROFICIENCIES

**Not limited to the following.*



- Other: Dreamweaver, Illustrator, InDesign
- Operating Systems & Installation: Linux, Mac OSX, Windows