

- OBJECTIVE:** Digital Artist
- SKILLS:**
- \*Strong foundation in traditional art.
  - \*Extremely fluent in Graphic Art applications, including Adobe Photoshop.
  - \*Ability to self-teach, and learn quickly.
  - \*Use of advanced art applications, like Autodesk's Maya.
- PROGRAMS:**
- \*Maya - Modeling, Animating, Texturing, Basic Rigging, Basic Dynamics, Basic Rendering.
  - \*Zbrush - Modeling, Texturing.
  - \*Photoshop - Graphic Arts, Animation, Basic web site design.
  - \*Flash - Animation
  - \*After Effects, Premier, Combustion - Video editing.
  - \*Sound Forge - Sound editing
  - \*Dreamweaver - Basic web site design
- EDUCATION:**
- Bachelor of Fine Arts in 3D Animation, 20 Master of Arts credits (3D Animation)  
Savannah College of Art and Design  
GPA: 3.0 (BFA) 3.5 (MA)
- Foundations  
Northwestern Michigan Community College  
GPA: 3.8
- RELATED WORK:**
- (2014) 2D Animation for The Quotient Group  
\*A short commercial for the airport marketing firm.
- (2013) 3D Animation for official 2013 Cherry Festival app by Yo2mo  
\* Shown live and realtime at their booth during the Cherry Festival.
- (2011) 3D Animation for unreleased local movie: "Dogman: The legend of the Deep North"  
\*Built the main character for use in the visual effects.
- (2010) 3D Animation for Turtle Creek Casino and Hotel, Traverse City, Michigan  
\*Created two different projects for them. One was shown during New Years Eve.
- (2001) Locally aired commercial for Streeters bar and restaurant, Traverse City, Michigan
- REFERENCES:**

