

3D Modeling Specialist

Professional Summary

Software Experience

Lumina, Inc.

Using some scripts to get assets to run in a certain format to run on devices. Creating digital experience for viewers using a proprietary in house technique for viewing Stereoscopic/ Anaglyph

<p>imagery.</p> <p>Also using similar techniques and creating exciting engaging experiences using glasses free displays. Spear heading projects from it's inception to final delivery for clients.</p> <p>Creating these assets for Marketing, Advertisement and teaching methods.</p> <p>Leveraging my years of experience in the 3D CGI field producing characters, environments to products.</p> <p>Creating front forward or vertical projection as it's internal verbage.</p> <p>Compositing these visuals using AfterEffects or Davinci Resolve suite.</p>		
<p>VARX Media</p> <p>3D Artist</p> <p>Using Autodesk Maya</p> <p>I created custom assets for animation.</p> <p>Storyboard and produce animatics using Opentoonz traditional animation package</p> <p>Updated already established characters for Children's private school to teach various Subjects.</p> <p>Create Characters from scratch.</p> <p>Conceptualizing characters for 3D modeling</p> <p>Creating basic rigs for animation.</p> <p>UV Mapping to prep for texturing</p> <p>Using Adobe Photoshop for textures and asset creation.</p> <p>Rendering and creating materials for renders to produce marketing material.</p> <p>Experience using Adobe Suite</p>	1/25/22- 8/15/22	
<p>Techability</p> <p>Remote</p> <p>Online teacher</p> <p>Teaching children from age7-12</p> <p>Unity Game Engine Game Development</p> <p>Using Unity and going over premade methods to have character run jump collect items</p> <p>Going over Unity interface and introduce them to basic programming via exposure and end results using programming provided.</p> <p>Using Zoom as the main technology to merge</p>	9/1/2021 – 10/20/21	

<p>virtual classroom with teacher and student.</p> <p>Assist them in installing software and downloading the package.</p> <p>Going over weekly plans via power point.</p>		
<p>Keep It Moving</p> <p>Remote</p> <p>Animator</p> <p>Animation for Healthy eating</p> <p>I was tasked to work on some intro animation for a fresh new start up. Called Keep It Moving,</p> <p>I worked on the initial story based on written direction, I created a storyboard and then went on to creating the animatic for the piece. I then began using Toon Boom Animate to begin the process of using Pose to Pose techniques to lock in major poses based on storyboard. I created backgrounds for the animation as well.</p>	<p>6/2021- 7/2021</p>	<p>Other Skills</p> <ul style="list-style-type: none"> ■ PASSION FOR LEARNING & DESIRE TO EXCEL ■ DEDICATED & DRIVEN TO GET THE JOB DONE ■ TEAM PLAYER ■ CREATIVITE THINKER ■ PASSION FOR 3D PRINTING, UI CREATION FOR MOBILE APPS & AUGMENTED REALITY APPS ■ UV MAPPING ■ TEXTURE MAPPING ■ DISPLACEMENT MAPPING ■ NORMAL MAPPING ■ TRADITIONAL ARTIST ■ STORY BOARDING FROM NARRITIVE ■ ATTENTION TO DETAIL
<p>Bluedge</p> <p>NYC</p> <p>3D Technician</p> <p>File fix assets sent from Clients</p> <p>Speak directly to clients and formulate a plan to have their design either 3D printed in house</p> <p>Using software like Magics RP to file fix, Rhino, Maya, some Onshape and some Solidworks</p> <p>Maintain 3d printing machines to work optimally.</p> <p>Maintain inventory of 3D filament resin and tools</p> <p>Designed, manufacturing, and post-processed products for entire suite of clients including but not limited to Perkins and Will, and Gensler Architecture</p> <p>- Operated and serviced high-end additive machines utilizing binder jetting (Projet 660), polyJet (Objet 30 Pro), stereolithography (Form 2), and fused deposition modelling (Stratasys F Series) technologies</p> <p>- Worked with a creation lab that included 3D Printing, 3D Scanning, laser-cutting, and CAD modeling services</p>	<p>11/2019-06/2020</p>	

DSG For Donnelly NYC Augmented Reality Designer <p>I was responsible for creating Augmented Reality experiences for clients that have already been established by company.</p> <p>Sometimes re-creating the experience from scratch reverse engineering previous experience, and updating assets. Some assets were not available to new ones had to be made based off past branding.</p> <p>Communicate with other designers and management as well as client to create new experiences for</p>	2/2017 – 3/2017	
Cortez Cleaning Services NYC 3D Artist/ Augmented Reality Developer <p>Speak with client and create a marketing strategy for their painpoints.</p> <p>Create a wireframe of Augmented Reality experience and where they would like to go.</p> <p>Create animation and assets using video and Unity as well as Vuforia Augmented Reality Engine.</p> <p>Enable this to be viewed on mobile devices with the Business card as the Call To Action</p>	6/2016 – 7/2016	
Quad Graphics NYC 3D Generalist AR Developer <p>I was responsible for maintaining and updating already created Augmented Reality experiences.</p> <p>Updating the assets with proprietary software as well as updating graphic UI assets using Unity GameEngine and Vuforia as well as other proprietary software</p>	12/2014-1/2015	
Quad Graphics NYC 3D Generalist AR Developer <p>Created custom experiences using 3d assets & animations for either 3D, 'Video On Page' & Links</p> <p>Converted manufacture 3D models to optimize texture mapping for use on mobile</p>	3/2012-12/2013	

<p>devices Created solutions for iOS & Android devices Used proprietary tools to develop experiences independent from programmers Updated experiences</p>		
<p>3D Printing/ Product Design NYC Squishable Conceptualized toys for customer & model in 3D 3D test printed concept prototypes 3D Printed of parts</p>	<p>10/2014-11/2014</p>	
<p>Mobile AUG Remote 3D Generalist & Animation for Augmented Reality MOBILE AUG (FREELANCING), NEW YORK, NY <i>Feb 2014 - April 2014</i> Modeled 3D characters creatures for Augmented Reality experiences UV mapped, modeled, & textured characters for Augmented reality experiences Animated models assets for programmer Removed green screen of footage & exported for use on mobile devices</p>	<p>2/2014-4/2014</p>	
<p>DougTausik Studios 3D Modeler, Animator, Texture Artist NYC ■ Worked with Sculptor who uses NextEngine 3D Scanner ■ Used motion capture techniques to make sculptures move ■ Created forms and fabrication using a five axis-milling</p>	<p>11/207-4/2011</p>	
		<p>Education Associate of Science in Computer Animation FULL SAIL REAL WORLD EDUCATION Winter Park, FL <i>November 2006</i></p>