



Skill Summary

- **Polygon Modeling** – Over two years of polygon modeling experience.
 - **Digital Sculpting** – High polygon sculpts for 3D print, high resolution images, and normal mapping.
 - **UV Mapping** – Over two years of UV mapping high and low polygon objects.
 - **Texturing** – Over two years of creating textures by digital painting and photo manipulation.
 - **Character Rigging** – Over two years of rigging and weighting characters in 3DS Max and Maya
 - **3D Animation** – Over two years of 3D character animation experience.
 - Experience with the following software packages:

3D Studio Max	Mudbox	Fume Fx
Maya	Xnormal	Motion Builder
Photoshop	Premiere	
Zbrush	After Effects	
-

Professional Experience

3D Artist, Army Learning and Support Center, Department of Defense, Oromocto, NB, 2009 – 2010

- Modeled, UV mapped, and textured character, vehicle, and prop models.
- Rigged and weighted 3D characters for animation in 3DS Max.
- Worked with clients one on one to produce quality products in a timely fashion.

Artist, M5: Weapons of War, Discovery Channel HD, Truro, NS, 2009

- Created, rigged, and animated character scenes for use in production.
- Created concept art pieces for production.

Class Instructor, Digital Animation Camp, Nova Scotia Community College, Truro, NS, 2006

- Supervised and instructed students from ages 10-16.
 - Instructed the basics of classical animation and line testing.
-

Volunteer

Instructor, New Media Arts Days, Nova Scotia Community College, Truro, NS, 2007

- Produced lesson plan for the basics of computer animation in Maya.
- Instructed high school students according to lesson plan.

Class Instructor, Viewfinders, Bayers Lake, NS, 2007

- Provided technical support for session setup.
 - Produced lesson plan for the basics of polygon modeling in Maya.
 - Instructed high school students according to lesson plan.
-

Education

Department of Defense Internship

Advanced Diploma in Applied Arts, New Brunswick Community College, Oromocto, NB, 2009 – 2010

Interactive and Motion Graphics Program, Nova Scotia Community College, Truro, NS, 2007 – 2009

Digital Animation Program, Nova Scotia Community College, Truro, NS, 2005 – 2007