

## Objective

To obtain a full time or contract position that will utilize my past academic, personal and professional experience.

## Education

Bachelor of Science in Media Arts and Animation  
The Art Institute of Pittsburgh, December 2009

## Software

Adobe After Effects  
Adobe Dreamweaver  
Adobe Flash  
Adobe Illustrator  
Adobe Photoshop

Adobe Premiere  
Autodesk 3ds Max  
Autodesk Maya  
Autodesk Mudbox  
Microsoft Word

Microsoft Excel  
Microsoft Powerpoint  
Pixologic Sculptris  
Pixologic Zbrush

## Skills

Character Modeling  
Concept Development  
Digital Composition  
Digital Sculpting  
Character Design

Environment Design  
Environmental Modeling  
HTML Websites  
Graphic Design  
Hard Surface Modeling

Lighting  
Low Poly Modeling  
High Poly Modeling  
Texturing  
Web Design

## Work Experience

**Triad Toys** – January 2011 – current

- Various
  - Prop modeling, head sculpting, high poly modeling and detail sculpting, concepts, and part design.

**Forney Designs**

- D CO 3-101 Plaque
  - Using Zbrush I created a 3D image based on the D CO 3-101 patch

**PoliticalPlaques.com**

- Bill Clinton Bust
  - Using Zbrush I created a bust of US president Bill Clinton, for use in the making of a plaque commemorating his term in office.