

RELEVANT SKILLS/SOFTWARE

- ◆ Proficient in: Maya, Zbrush and Photoshop
- ◆ Experienced in: 3d Studio Max, After Effects, Premier Pro and Microsoft Office
- ◆ Detail oriented individual experienced with advanced modeling and texturing techniques
- ◆ Solid understanding of human anatomy
- ◆ Focused, reliable young professional with strong interpersonal and communication skills
- ◆ Proven leadership and team building skills

WORK EXPERIENCE

- 2008 - 2009** *Freelance 3d Artist*, Tracer Media, Columbus, OH.
- ◆ Modeled characters, environments and props to provided concept drawings for *Cornhole Allstars* iPhone application
- 2008 - 2009** *Freelance 3d Artist*, New Fuel Studio, Columbus, OH.
- ◆ Modeled, UV mapped and textured props from provided concepts for television commercial
- 2006 - Present** *Help Desk Analyst*, M/I Homes, Inc., Columbus, OH.
- ◆ Educated users on various applications used throughout the company
 - ◆ Maintain file structure on shared servers across the company
 - ◆ Install, configure, and maintain computer system software and equipment

EDUCATION

- May 2006** **Bowling Green State University**, Bowling Green, OH
- Bachelor of Fine Art* in Digital Arts, *cum laude*, with Film Minor
- ◆ Concentration – Modeling
 - ◆ Coursework covered all aspects of traditional fine art, and digital art
 - ◆ Dean’s List (Major GPA - 3.9 / Overall - 3.70)

ORGANIZATIONS

- 2004 – 2006** **Resident Advisor** – Managed floor of 37-46 residents.
- 2003 – Present** **Sigma Nu Fraternity Member**, Bowling Green State University
- ◆ Recruitment Chair, 2003. Instrumental in reforming chapter
- 2003 - 2006** **Computer Art Club Member**, Bowling Green State University

References available upon request