

Objective

I'm a 3D artist with a design background, looking for an entry level position or internship at a company doing 3D design, modeling, or environment art.

Skills

3D modeling and texturing	Realtime rendering	RT Arch. visualization
Scene lighting / architecture	Rapid prototyping	3D printing
Physical computing / robotics	Digital sculpture	Hand drawing

Software

Autodesk Maya	Adobe Creative Suite	Unreal Engine 4	V-Ray
Cryengine 3	Autodesk AutoCAD (2D)	Substance Painter	Rhino
Zbrush	Git and SVN	HTML + CSS	Blender

Experience

SEPTEMBER 2015 -
PRESENT

NSF Innovation Corps Project: *Turning Physical into Digital: Surveying with Photogrammetry Based 3D Model Generation and Re-Materialization*

A project funded by the National Science Foundation's Innovation Corps, exploring the commercial viability of drone photogrammetry for architectural surveying. Responsibilities included creating a seamless toolchain, gathering client data through interviews, and field work using our team's technology.

NOVEMBER 2011 -
NOVEMBER 2013

Freelance 3D Design: *Ralph Appelbaum Associates, New York*

Modeled, rendered and helped finalize renderings for a LEGO brand experience design competition. Developed project from concept sketch to complete rendered imagery.

Interior and exterior modeling and texturing of the 1936 memorial building from original architectural drawings of the Saint Louis Soldier's Memorial Museum.

United States Army Aviation Museum + 1220 Design. Detailed 3D modeling and texturing of prototype military helicopters for exhibit visualization. Rapid prototyping of the helicopters and mounts for an industry exposition, involved consultation and preparation of 3D data.

JUNE 2011 -
SEPTEMBER 2013

Design Intern: *Lippincott, New York*

3D retail environment visualization for Nissan, Infinity, and Comcast. 2D / 3D signage and logo visualization for ITT, MFS, Mastercard, and others. 2D / 3D Visualization of new branding for United Airlines in multiple airports. Conceptual design for Samsung retail displays. Office interior renovation renderings.

MAY 2011 -
SEPTEMBER 2011

3D Render Artist: *Ralph Appelbaum Associates, New York*

Rendering and visualization of museum exhibits in Maya, Vectorworks and Sketchup. Renderings of exhibit concepts for: Canadian Museum for Human Rights, St. Louis Arch visitor's center, NBC Corporate learning exhibition, Samsung History Museum, Lyndon B. Johnson Presidential Library. Physical model building with 3D printed components.

Education

New Jersey Institute of Technology
Bachelor of Arts Degree in Digital Design, expected graduation May 2016
Digital Designer of Distinction Award 2014

University of Cincinnati

Bachelor of Science program in Architecture (NC), transferred to NJIT in 2013.

dFORM member, a student organization that explores digital design and fabrication.

SIGGRAPH 2015 Student Volunteer, NJIT ACM SIGGRAPH member