
E D U C A T I O N

SAVANNAH COLLEGE OF ART AND DESIGN - Master of Arts – Visual Effects - 11/2011

ANATOMY FOR ARTISTS – Scott Eaton - 2011

EAST TENNESSEE STATE UNIVERSITY - Bachelor of Science - Digital Media / Animation - 5/2007

E X P E R I E N C E

SENIOR VISUAL EFFECTS ARTIST (7/2013 - CURRENT) RAYTHEON

- Supervise and produce VFX shots on a wide variety of shows, maintain studio pipeline and render farm, lead a 6 artist team in Huntsville location.

MODELER (2/2014 - 3/2014) ZIMMERMAN ADVERTISING

- Modeling and Uv layout of bull asset for Nissan Rogue commercial.

MODELER / GENERALIST (4/2013 - 4/2013) THE REFINERY CREATIVE

- Pre-visualization, modeling, texture, and surfacing of assets used in box art for The Crew.

MODELER (2/2013 - 3/2013) STARBURNS INDUSTRIES

- Anomalisa - Modeler (2014)

MODELING TD (3/2012 - 2/2013) RHYTHM & HUES

- Seventh Son - Modeling Liason (2015)
- Into the Storm - Modeling Lead (2014)
- 300: Rise of an Empire - Modeling Liason (2014)
- Percy Jackson: Sea of Monsters - Modeling TD (2013)
- R.I.P.D - Jr. Modeling TD (2013)
- Devil May Cry Trailer - Jr. Modeling TD (2012)

3D INTERN (2/2012) BUCK

- Modeling and UV layout on Keebler "Uncommonly Good" commercial spot.

FREELANCE

- (9/2011) "HELLYFISH" SHORT FILM
 - Refined JellyFish monster's base topology and sculpted high resolution displacement map for "HellyFish" short film.
- (5/2011) BEDBUGS BOOK TRAILER, EPIC IMAGE ENTERTAINMENT
 - Modeling and UV layout of BedBug model for use in trailer for *BedBugs*, a novel by Ben H. Winters.
- (2/2011) SCAD PRODUCTION, FAHRENHEIT 451
 - Developed MEL pipeline tool allowing the batch transfer of UV's and materials from a multi object rig to another, allowing animators and texture artists to work simultaneously due to time constraints.
- (4/2007) PARKER-HANNIFIN
 - Modeling, texturing, lighting, compositing, and print design utilizing renders for promotional "counter mats".

3D GENERALIST (2/2008 - 7/2010) ESSYX EXHIBITS AND DISPLAYS

- Sole 3D generalist in charge of working with clients to fulfill a wide variety of project needs. Utilized 3DS Max and VRAY in the design and visualization of projects ranging from small scale custom displays and animations to complete custom themed environments, usually under constraints such as time and budget. Responsible for all aspects of the 3D pipeline and design of projects, designs were required to be modeled as close to manufacturing capabilities and scale as possible to aid in the engineering process.

Clients included: Eastman Kodak, Siemens, Biltmore, Bristol Motor Speedway, Universal Fibers, SCAG, Whirlpool water heaters, General Shale Brick, Lesonal, and various others.

GRAPHIC DESIGNER (4/2006 - 2/2007) ESSYX EXHIBITS AND DISPLAYS

- Worked closely with clients in the design and printing of a range of subjects from large scale tradeshow graphics to advertising material. Responsible for use and maintenance of large format printers.