



**OBJECTIVE**

Obtain an entry-level position as a 3D or VFX artists.

**EDUCATION**

School of Communication Arts 2007-2009  
Achieved Associates in Applied Science (AAS) for Digital Animation

**SOFTWARE EXPERIENCE**

Proficient with:

**Operating Systems:**

- Mac OS X Tiger and Snow Leopard
- Windows 98, ME, XP, Vista, 7

**Applications:**

- Adobe Creative Suite v7-CS4:  
*Photoshop, After Effects, Illustrator, and Flash.*
- Maya - Cinema 4D
- Nuke - Shake
- PFTrack -XUI (Xbox User Interface Tool)

Experience with:

**Applications:**

- RealFlow -Lightwave
- 3ds Max -Dreamweaver

**Skills sets:**

- Ability to learn new technology quickly and efficiently.
- Experience with working in a group environment.
- Manage a team and/or project.

**WORK EXPERIENCE**

**Camera Works Inc.** 2005-2007  
- Retail experience along with running a successful Ebay business.

**Wilson's Leather Inc** 2007-2008  
- Retail experience.  
- Promoted to Manager in Training.  
- Responsible for opening/closing store and handling deposits and paper work.  
- Managed staff, delegating tasks and organizing schedules to meet deadlines.

**Atomic Games** 2010-2010  
- Worked closely with Art Director and team to build UI and assets.  
- Provided mockups.