

JOB OBJECTIVE:

- To find challenging opportunities to gain knowledge and experience in the Digital Art Industry.

HIGHLIGHTS OF QUALIFICATIONS:

- Strong artistic and technical skills in 3D Studio Max and Adobe Photoshop.
- Held a 3D Instructor position for the 3D Animation, Art & Design Program at Humber College.
- Highly creative, organized and an artistic eye for detail.
- A reliable and flexible individual who works well under pressure and with a positive attitude.

3D and 2D WORK EXPERIENCE:

May 2014 - Present

GLOBAL NEWS, Toronto, Ontario

Graphic Artist

- Continually designing virtual set imagery, animations and web infographics for Local and National markets to be used On-Air and Online.
- Communicate with Directors, Producers and Reporters on a daily basis to create graphics that will deliver the required information creatively.

October 2010 - Present

NS.DESIGNS, Toronto, Ontario

Freelance Artist/Designer

- Provide artistic services required by clients based in the Greater Toronto Area.
- Exceptional services include illustrations, short animations, company logo designs, company product labels and business cards.

June 2013 – October 2013

HATCH STUDIOS, Toronto, ON

3D Modeller & Texture Artist

- Responsible for modeling and texturing 3D Environments for commercial spots.
- Utilized V-Ray to achieve realistic shaders and textures.

January 2013 – April 2013

HUMBER COLLEGE, Etobicoke, ON

3D Instructor

- Effectively managed curriculum delivery to students of the 3D Animation program.
- Guided and provided feedback to students building their personal portfolios.

May 2012 - August 2012

XMG STUDIO, Toronto, ON

Digital Artist/UI Intern

- Responsible for creating art assets for a Mobile Book App soon to be published.
- Created marketing artwork for the office and for informative documents.
- Participated in an office-wide event and helped build a 3D Mobile game.

September 2011 - April 2012

HUMBER COLLEGE, Etobicoke, ON

3D Animation Peer Tutor

- Assisted fellow students enrolled in the various 3D Animation programs at Humber College.
- Provided aid in technical and artistic areas and offered suggestions to spread knowledge based on the built curriculum.

May 2009 to August 2009

BITCASTERS, Toronto, ON

3D Art Intern

- Actively worked on *StormHawks*, a video game based on the popular YTV television show. Used 3ds Max, Maya and Photoshop to create and texture assets for the game (costume designs and race track boundaries).
- Applied the skills I learned at Humber College and geared them towards a professional, team-based working environment.

EDUCATION:

September 2011 to April 2012 - HONOURS

Humber Institute of Technology and Advanced Learning, Etobicoke, ON

3D for Production – Game Art and Design Post Graduate Certificate

- Focusing on game assets that can be used in a wide variety of engines.
- Continued to develop modeling and texturing skills to reach higher levels of realism.

September 2009 to August 2010 - HONOURS

Humber Institute of Technology and Advanced Learning, Etobicoke, ON

3D for Production - Computer Animation Post Graduate Certificate

- Ensured continued work on all the areas of animation, focus on Hard Surface projects became more frequent, that were self directed to help gain more skills and techniques.
- Devised and completed a final demo reel to show to potential employers.

September 2007 to April 2009 - HONOURS

Humber Institute of Technology and Advanced Learning, Etobicoke, ON

Multimedia 3D Computer Animation Diploma

- Modeled hard surface objects such as jet planes, rifles, and architectural buildings. Organic objects such as characters and animated short clips to understand the importance of movement, weight, and emotion.
- Created effective textures to enhance the realism of the 3D models.
- Acquired a variety of techniques from courses that were geared towards the workforce such as importance of presentation and time management.

SOFTWARE SKILLS:

- Autodesk 3D Studio Max
- Autodesk Maya
- Adobe Photoshop
- Adobe After Effects
- Adobe Premiere
- Adobe Dreamweaver
- Adobe Audition
- Autodesk Motion Builder
- Boujou

REFERENCES:

- References Available Upon Request