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QUALIFICATION HIGHLIGHTS:

Capable of efficiently modeling subjects in Maya, rigging and weighting subjects, as well as animating them. Have an excellent sense of three dimensional form and shape allowing for simple and complex model creation. Along with 3D skills, are a strong foundation of 2D skills including drawing and texturing in Photoshop.

EDUCATION:

2006 - 2007 Art Institute of Vancouver - Burnaby

WORK EXPERIENCE:

2008 March - July Automation Analyst at Electronic Arts Burnaby for Volt

Create reports for various departments including QA and Production. Access, organize, manipulate, and present important data and information via Microsoft Excel, PowerPoint, and other reporting solutions either working in a group or individually. Work environment fully exercised and developed even stronger communication skills and problem solving abilities.

2007 Modeler for "Junk Racers" game mod.

Have experience working on a team to create a game mod using the Unreal 2004 Engine. Working efficiently, tasks were always completed to a high level of quality before deadlines.

SKILLS:

Autodesk Maya – Experienced in modeling both organic and non-organic subjects. Other skills include UVing, texturing, rigging, weighting. Have a fundamental knowledge of Scripting with MEL, and have good sense of animation and dynamics.

Adobe Photoshop – Have a well developed understanding of the various tools available within Photoshop. Capable of creating textures from resources, and have a proficiency in hand painting textures from scratch.

Macromedia Flash – Proficient ability in Flash. Can create fluid animations and, to an extent, create a web page, and script with ActionScript.

Unreal Editor 2004 – Knowledgeable enough to assemble a level in the Unreal Editor and include basic triggers.

INTERESTS AND HOBBIES:

Woodworking
Reading
Soccer

Drafting
Writing
Baseball

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