

Technical Artist Resume 2010

Contact Info

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• About Me

I live and work in the San Francisco Bay Area, I am currently working for a large scale feature length animation facility as a resource technical assistant. I have previously worked as a freelance digital artist for various production companies.

In addition to my technical skills I have a sturdy base of work experience ranging from pre-press printing and broadcast motion graphics to full scale wildland firefighting. Through this experience I have developed and strengthened my abilities as an individual and team member. I know what it means to be under intense pressure with very real consequences, how to engage in long-term team based projects, how to operate in a business environment with budgets and deadlines, while embracing the creative process under pressure.

I'm passionate about visual effects, film, and photography, nothing excites me more than the idea of making a place for myself in an ever changing and progressive field where I can focus all my ambition on the creation of truly innovative content.

• My Goal

-To continue on a feature length film production path with an emphasis on artist support and a longer-term goal of attaining an assistant technical director position or similar focus.

• Skills

-Customer service and communication skills; gained through experience interacting with production and artistic staff on a daily basis providing information and problem solving.

-Background in team based production; taking part in large and small highly motivated teams has proved to be invaluable experience.

-Dedication; I commit myself fully to the task at hand, working with my teammates until a remarkable outcome is achieved.

• Education

Graduate Diploma of Advanced 3D Productions & Diploma of 3D Animation

Media Design School, New Zealand, June 2007 — January 2009

Bachelor of Fine Art, Visual Communication, Computer Imaging Emphasis

Northern Arizona University, School of Communication, 1999 — 2006

Bachelor of Science Business Administration, Computer Information Systems Emphasis

Northern Arizona University, College of Business Administration, 1999 — 2006

• Software Experience

Linux	Advanced user, experience at a feature length animation facility utilizing a Linux environment as well as during graduate study.
Python/MEL	Experienced user, scripting experience developing tools and automating processes.
Maya	Advanced user, a generalist with a focus on lighting, texturing, scripting and rendering beginning with Maya 5.
Nuke/After Effects	Experienced user, both for compositing of 3D projects as well as broadcast motion graphics.
Adobe Suite	Advanced user, professionally for commercial printing area as well as broadcast production, image editing, video editing, and web site design and coding.

• Experience

Resource Technical Assistant (RTA)

ImageMovers Digital - Novato, CA
June 2010 — Present

Responsible for management of a large scale render farm with over 8,000 cores handling a variety of tasks such as PhotoRealistic RenderMan, Mental Ray, Nuke, and Houdini jobs. This includes balancing priorities set by production to ensure shots complete successfully for dailies and requires the utilization/creation of python tools in a linux environment. Also responsible for critical disk space utilization tasks to ensure availability of resources for production to move forward. This position includes night and swing shifts to ensure 24 hour coverage of the render farm.

Freelance Composer

Teak Digital - San Francisco, CA
April 2010 — June 2010

After Effects compositor/ animator for Google Nexus One broadcast promotional campaign.

Freelance Digital Artist

Mekanism - San Francisco, CA
Dec 2009 — April 2010

Working on a team as an After Effects compositor on a high profile advertising campaign creating a series of spots for TV and web. Responsible for a full range of compositing duties including animatic creation, integration of live action plates with 3D renders, 2D particle creation, and keying/roto.

Freelance Artist

Media Design School - Auckland, New Zealand & San Francisco, CA
Feb 2009 — May 2009

Responsible for implementing a spherical HDRI robot developed by our team of graduate students at Media Design School by capturing well known landscapes/landmarks around the South Island of New Zealand. I then presented this project at the Game Developers Conference 2009 in San Francisco for Media Design School.

Team member and leader.

Graduate Diploma of Advanced 3D Productions
Media Design School
June 2007 — November 2008

Focused on 3D production techniques and tools, team based production, advanced rendering, lighting, scripting, and compositing techniques; two year course centered around tools such as Maya and Nuke as well as practical photographic and video techniques.

Graphics & Multimedia Designer

BySynergy LLC - Sedona, AZ
June 2006 — April 2007

Responsible for design of corporate identity system, logos, advertisements, 3D architectural renderings and technical animations, graphics specialist on production team for corporate promotional DVD's.

Firefighter, Engine Crew/Assistant Supervisor

Forest Service, U.S. Dept. of Agriculture - Williams, AZ
May 2002 — August 2006
August 2009 — October 2009

Worked six years seasonally on a wildland fire engine with a seven person crew as a national emergency resource for the suppression of local and large-scale incidents. Held the position of Assistant Foreman/Engineer for the last two seasons, directly responsible for five crew members working under my supervision.

Pre-Press Specialist

NAU Printing Services - Flagstaff, AZ
August 2005 — May 2006

Responsible for creation of all business system materials from receipt of customer information to finished printing plate. Responsible for the creation of full color large-format printing plates by hand, including any changes to the customer files digitally.

• Awards & Accomplishments

-Hamburg Animation Awards, 3rd Place Winner, June 2009.
For work on live action integration project "Time To Fly".

-The Crowbar Awards, Film Craft: Animation Category, Bronze, 2008.
For work on stop motion animation "Progress".

-The Crowbar Awards, 2D Animation Category, Bronze, 2008.
For work on stop motion animation "Progress".

-President of Northern Arizona University SIGGRAPH Student Chapter, 2005-2006

-SIGGRAPH 2005 Student Worker at conference in L.A.

-Certificate of Merit recipient on three occasions for outstanding service to the United States Forest Service as a firefighter.

-Graphics Supervisor for NAU Live!, student supervisor of team responsible for producing both static and motion graphics for a live newscast daily.