

	<p>Experienced 3D artist, proficient in Maya, Zbrush, Photoshop, Mari and the creation and integration of 3D assets for film, the web and product visualization.</p>
<p>Experience</p>	<p><b>Freelance 3D Artist</b> (2014 - Present)</p> <p><b>Mattel:</b></p> <p>Responsible for the preparation of multiple products for visualization, web, TV commercials and game apps (3D sculpting, modeling, texturing, lighting and rendering).</p> <p><b>3D Generalist</b> (2013 - 2014)</p> <p><b>Fisher Price:</b></p> <p>Worked as a 3D generalist on “<b>Little People</b>” music videos for the web and product visualization for catalogue (Modeling, texturing, lighting, rendering and compositing assets and environment).</p> <p><b>Texture Artist</b> (2012 - 2013)</p> <p><b>Rhythm &amp; Hues Studios:</b></p> <p>Responsible for creating photo real textures for live action feature films. “ <b>R.I.P.D, Seventh Son.</b>”</p>
<p>Education</p>	<p><b>M.F.A.</b></p> <p>Visual Effects, 2011, Savannah College of Art and Design, Savannah, Ga</p> <p><b>B.F.A.</b></p> <p>Animation, Minor Interactive Design, 2005, Savannah College of Art and Design, Savannah, Ga.</p>
<p>Skills</p>	<p><b>Software</b></p> <p><b>Proficient in:</b></p> <p>Maya, Mudbox, Zbrush, Mari, Photoshop, After Effects, Illustrator, Premiere, Qube, Alieanbrain.</p> <p><b>Familiar with:</b></p> <p>Nuke, Unity, Substance Designer, Substance Painter, 3d Coat, Creo.</p>