

## RESUME

## 3D Artist/Modeler - Designer

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### [ PROFESSIONAL SUMMARY ]

Skilled, experienced and versatile 3D professional with nearly 20 years of combined experience using digital and traditional media. Worked as a staff artist and as an independent designer. Extensive background in the digital/traditional arts including character design, toy and product design, cutting edge medical animation and web based solutions. Self motivated, innovative, adapts quickly to new solutions and works well under pressure - meeting all challenging and mission critical deadlines. Obsessed with creative challenges beckoning 3d solutions. Seeks professional and freelance opportunities in 3D design.

### [ PROFESSIONAL AREAS OF EXPERTISE ]

• Digital and traditional 3D character and prop modeling • Photorealistic texturing & rendering • Digital and traditional pattern development • Human and “un-human” anatomical expert • Character modeling, maquettes & style guides • Mock ups • 2D Illustration & Design • Maya • Lightwave 3D • Electric Image Universe • Painter3D • Photoshop • Illustrator • QuarkXpress • InDesign • After Effects • Final Cut Express • MSWord/Office • Golive 6 • Red Hat Linux • MAC OSX 10.3, MAC OS 9.2.2 and Windows 2000/XP

### [ CAREER HIGHLIGHTS ]

- **I, Robot** - Modeled and developed the design of the NS5 robot under Patrick Tatopoulos using Maya and Lightwave 3D
- **Star Wars Trilogy** - Created the Star Wars Trilogy movie poster to represent the latter three films for Lucas Film.
- **Digital Hero Award** - Designed, developed and manufactured the Digital Hero for 3D Festival, Sweden.
- **Merck Medicus** - Conceptualized, designed and developed the Merck Medicus 3D icon.
- **Terminator 2** - Created a motion controlled puppet of Arnold Schwarzenegger in “T2” – the special effects received an Academy Award
- **Digital Hall of Fame** - Distinguished member and recipient
- **Merck** - Listed as a “Merck Preferred Vendor” for 3D medical animation, 3D illustration and educational products

### [ DIGITAL 3D WORK HISTORY ]

**MEDICAL:** *Designed & manufactured medical 3D models, animations & visuals for Merck & Co, Inc., Abbot Labs, Corbett Healthcare, National Comprehensive Cancer Network*

- CD4 Cell physician/patient model • Singulair physician/patient lung model • Crixivan medical poster • Medicus logo
- Crixivan HIV mechanism of action booklet and slide series • HIV level of potency animation • Medicus intro animation
- Promotional Medicus key chain • Promotional Medicus ergo computer mouse • CD4 Cell model box art

**GAME ANIMATICS & MODELS:** *Created and designed digital/traditional models for the Arcade and Game industry*

- Vivendi Universal: 3D box art illustration for Dark Ages of Camelot, DAoC Gold Edition, Predator (2002 to 2004)
- Blizzard Entertainment: Action figure character design, creation and manufacturing (1999 - 2002)
- vTorque: Character modeling for MotoXXX, Lu Vampyr game animatics (2002 to 2004)
- Atari Games: Character design and model construction for Primal Rage and Area 51 (1993 - 1995)

**3D Misc:** *Various, recent digital modeling projects (2003 - 2004)*

- Lightsport™ (product modeling) • Somerset Ent. (anatomical modeling for box art) • Master Replicas (product modeling)
- Asylum (box art) • Mattel (Action figures and accessories)

Relevant "Analog & Digital" 3D work history continued...

**[ FILM ACCOMPLISHMENTS - 1989/2004 ]** Digital modeling, miniatures, puppets, make-up effects, design and fabrication

• A Day with Wilbur Robinson (in Production) • Curandero (in Production) • The Cave • I, Robot • Gnomeo & Juliet • The Addams Family  
• Area 51 • Army of Darkness • Batman Returns • Dark Warrior • Dinosaur City • Ernest Scared Stupid • Escape from LA • Exorcist III • Freaky • Gremlins 2 • Honey, I blew up the baby • Hall of Energy – Epcot Astronaut • Harley Davidson and Marlboro Man • Highlander 2 • Hook • Innocent Blood • Jurassic Park • Kick Boxer 2 • Leeds Point • Nemesis • Pet Semetary 2 • Primal Rage • Star Wars Trilogy – Movie poster • Terminator 2 • Ticks • True Lies • Warlock

**[ TV ACCOMPLISHMENTS - 1989/1996 ]** Miniature puppet effects, make-up effects, design and fabrication

• Alice in Wonderland • Andersonville • ...and the sea will tell • Attack of the 50 foot women • The Beast  
• Christmas at Target – Ginger Bread dancers commercial • Coast Soap "The Thinker" commercial • Danger Island  
• Deep Space 9 • Hunchback of Notre Dame • IT • John Lee Hooker video • Land of the Lost • MGM Grand International restaurants commercial • Monsters - Manikins of Horror • Playboy Centerfold video • Shake, Rattle & Roll • Tru – The play

**[ TOY ACCOMPLISHMENTS - 1990/2003 ]** Designed, developed and manufactured action figures, dolls & models

• Alien Resurrection • Battle Squads • Bela Lugosi doll • Bernie Wrightson's Frankenstein • C3PO • Diablo 2 • The Flintstones  
• Classic Disney • Gargoyles • Godzilla • Hercules • The Jersey Devil • Judge Dredd • Jurassic Park Chaos  
• Major League Baseball • National Football League • NYFD 9/11 Memorial firefighter doll • Orcaphant • The Phantom  
• Planet of the Apes • Rocky and Bullwinkle • Samaritan doll • Savage Dragon • Schlitzie and Lionel • Shaft • Small Soldiers  
• Spawn • Street Sharks • Star Craft • Starship Troopers • Star Trek - Nemesis • Stryker • Violator • Visitor • Warcraft  
• Warcraft 3

**[ WRITER / LECTURER ]** Topic range: Digital 3D modeling, 3D design & manufacturing

• Featured speaker, Disney Feature Animation "One of our own series - (Burbank, CA - 2005)  
• Guest speaker on Maya character development at Cal Arts - 2005  
• Guest speaker, 3D Festival/LEAF (London - 2002)  
• Art of 3D computer animation and imaging book - (Contributing artist, 2002)  
• 2 day guest speaker/demo artist at Denver University, 2002  
• Guest speaker, panelist and demo artist at the 3D Festival (Denmark and Sweden - 1999/2001)  
• Guest speaker at Siggraph 2001, Newtek booth  
• Guest panelist at the 3D Expo 2000  
• 3D Demo artist at MacWorld - 2000  
• Guest speaker at Art Center, 1999  
• EFX Art and Design Magazine (Associate Editor - 1998/2002)  
• Mastering Pixels 3D book (Contributing writer, 2000)  
• Pixels 3D Power User Tutorials (Co-author, 2000)  
• Amazing Figure Modeler Magazine (Columnist, 1994/1996)

**[ EDUCATION ]**

• B.F.A. Major: Illustration, Minor: Sculpture, Philadelphia University of the Arts, 1987  
• Received "Exceptional calibre" (highest level) in Special Makeup Effects Artistry in the Motion Picture Industry, 1988

References available upon request