

3D GENERALIST

INDEPENDENT CONTRACTOR - '96 - present

Primary Tools:

- 3D Studio Max • V-Ray • Photoshop • After Effects • Premiere • Mudbox • Unity3D • Photoscan • AutoCAD
- ProTools • Illustrator • MatchMover • Muse • Dreamweaver

Clients of note:

THE INSTITUTE FOR THE VISUALIZATION OF HISTORY and LEARNING SITES INC - Williamstown, MA **3D Modeler/Animator/Compositor - '96 - present**

Sole 3D artist for companies specializing in computer reconstructions of archaeological sites and artifacts.

Projects are used for: Television documentaries, museum installations, and archaeologist's presentations.

Some project's duties have included:

Working on-site at Jebel Barkal in northern Sudan, building models of terrain and ancient Nubian structures from photographs, and capturing photos via flying drone.

Working on site in Seyitömer, Turkey with Dumlupinar University archaeology department faculty and students, aiding and instructing them in digital data collection and visualization techniques.

Working closely with The University of South Florida to virtually reconstruct Greece's Actium monument and boat rams. Spent time at the university ascertaining the best methods for transferring high-density scan data between applications.

Arnold Worldwide - Boston, MA

Built and animated CG versions of set pieces that appear in Progressive's television commercials for web campaign.

Artisan Creative - Los Angeles, CA

Created two all-CG sequences for a PBS documentary on the Battle of Shiloh. Shots involved over 30 civil war-era steamboats, smoke and water effects, and millions of trees.

VFX DIRECT - Rochester, NH

Animation, character rigging/skinning, modeling, compositing. Projects include the **Bill Nye The Science Guy** website and interactive museum displays, advertising for **Microsoft** and the **US Navy**.

edX - Cambridge, MA

Created graphics and animations for Harvard University's "Science and Cooking" web-based lecture series.

CASESIGHT (formerly Animation Technologies), Inc. - Boston, MA

Created 3D and 2D animations and motion graphics to aid litigation arguments. Also tutored other employees on 3d applications and helped with problem solving.

ARGOSY MEDICAL ANIMATION - Newton, MA

Created stylized animations of processes of the human body for medical illustration and publishing company.

FULL TIME EMPLOYEE

VISIONARY FX - Portsmouth, NH

Senior 3D Artist - Sept. '07 - Oct. '08 (full-time employee)

General 3D services company. Jobs included architectural visualization, special effects, and game character modeling and animation.

KAON INTERACTIVE INC. - Maynard, MA

3D Modeler - '99 - '04

Created models of consumer electronics from photographs using techniques I developed that transform 3DS Max into a photo-grammetry tool. Much time was also spent tutoring other employees and helping with their problem solving. Projects under different business plans included low-poly modeling and character animation.

HENSHELL INC. - Newburyport, MA '96-'98

Visualization Artist for US Navy contractor that made control consoles for warships.

ENSEMBLE STUDIOS - Dallas, TX **Modeler/Animator** '95

Created 3D props for a strategy game that was then called "Dawn of Civilization". This game was later renamed "**Age of Empires**" and became hugely successful. Most of the boats that ended up in the final game are mine.

'91 - '94

Worked as an AutoCAD draftsman and teacher at various places.

EDUCATION

MASS ART - Boston, MA

Full-Time Student

'94-'96

Focus was computer animation and video. I **received honors** in two classes for that work.

Other interests and skills:

Music: I have been a musician for my entire life and play several different instruments. I play bass in a band that has taken me on tours around the US and to other countries. I am very proficient with ProTools software and other music editing applications and MIDI sequencing.

Photography: With my dog as my main muse, in recent years I have become an avid photographer. So far I have been able to compensate for my lack of expensive equipment with a good eye and twenty years of Photoshop experience.