

**Objective**

- ◇ seeking a position as a character animator

**Qualification**

- ◇ Experience with character animation using traditional, 3d computer, and experimental animation methods
- ◇ A strong grounding in the principles of animation
- ◇ Experience modeling, rigging, and texturing characters in Maya
- ◇ Works well with others on collaborative animation projects
- ◇ Understanding of how to create character sheets and storyboards for animations
- ◇ Excellent work ethic and time management skills

**Education**

- ◇ Academy of Art University
  - Bachelor of Arts with a concentration in character animation
  - December 2008
  - Cumulative GPA: 3.608
- ◇ Morehead State University
  - Bachelor of Arts with a concentration in Art
  - May 2006
  - Cumulative GPA: 3.854
  - Major GPA: 3.813

**Computer and Software Skills**

- ◇ Operating Systems:
  - PC: *Windows XP and Vista*
  - MAC: *OS X*
- ◇ Software:
  - Animation and image editing software
    - Alias: *Maya8.5 and 2008*
    - Adobe: *CS3 Photoshop, illustrator, after-effects, premier, and flash*
    - Digicel: *Flipbook*
    - Freeware: *Monkeyjam 3*
  - Microsoft office programs: *Word, excel, PowerPoint*

**Work Experience**

- ◇ *Logo designer*, Mystical Development, Louisville Kentucky, January 2008
  - Designed a new logo for the company
- ◇ *Logo Painter*, Hooters Dupont, Louisville Kentucky, August 2005
  - Painted the logo at a size of 8 x 10feet inside the restaurant
- ◇ *Comic Cover Designer*, Charles Wolford, San Diego California, July 2005
  - Designed a comic cover gratuity for twelve executives staying at the *Sheraton Hotel* during *Comic Con 2005*
- ◇ *Curetting Exhibitions*
  - Visual Arts Guild Annual Exhibit*, Strider Gallery, 2006
    - Assisted in designing and installing the guild exhibition
  - Roots to Branches*, Strider Gallery, 2005
    - Assisted in arranging and installing art work

**References**

- ◇ Available upon request