

Objective: My objective is to find a position where I can make good use of my knowledge and abilities in the entertainment industry

Education: I Graduated from Calstate Fullerton in Fall 2007 with B.F.A in Entertainment art - concentrating in Illustration and Animation. Experienced in computer graphics art, while holding a strong traditional art skills.

Software Experience:

Autodesk Maya
Adobe Photoshop CS3
Adobe Illustrator CS3
Autodesk Autocad
Adobe After Effects CS3

Working Experience:

Freelance 3D Artist - current

Client: The Retail Element

1414 Fair Oaks, Pasadena, CA 91106

Creating 3D Graphics for presentation of architectural and interior concepts.

Character Artist – Fall 2008

Company: Dream Machine Studio

5107 Calle Asilo, Santa Barbara, CA

Illustrating concept arts and modeling characters in 3D

Storyboard artist - Summer 2007

Client: Lando Barbagli

850 Lucile Ave. Los Angeles, CA 90026

(323) 667 2500

Project : The Butcher - Script adaptation to storyboard.
