

3D Production Artist

3D production artist proficient in creating detailed and accurate models.

Demo Reel: <https://www.youtube.com/watch?v=I0x9zwUMgi8>

Software Programs

Maya Zbrush After Effects Premier Pro Illustrator Photoshop

Education

Platt College San Diego 2014 - 2016

B.S. in Media Arts Specializing in 3D Modeling and Animation

Platt College San Diego 2012 - 2014

Associate of Applied Science in Graphic Design

Work Experience

HERE Technologies

3D Production Artist/3D Map Editor 2017 - Present

Utilized HERE proprietary 3D map editing software to create high-definition 3D surface-based maps of highways and cities. Modeled roads (at lane-level detail), 3D buildings, and terrain surfaces, using reference from LiDAR, satellite and panoramic imagery sources. Followed 3D product specifications and quality criteria. Tracked personal performance metrics for speed and quality. Performed quality checks on the work of other operators. Supported local and remote production operators with training and mentoring. Provided user feedback and recommendations toward improvement of tools and workflows.

Game Center Group / Cryptic Studios

Community Representative 2009 - 2012

Moderated the Champions Online forums and posted literary challenges for the community to write fun stories. Organized in-game events for Champions Online three days a week at two different times to accommodate for different time zones.

Hearx

Hearing Aid Technician 2006 - 2009

Answered the telephones and assisted patients with their purchases. Responsible for minor repair of damaged hearing aids as well as programming them to each patient for optimal sound. Instructed new patients on how to use and care for their new hearing aids.