Peter Ariet

Digital Artist and Programmer

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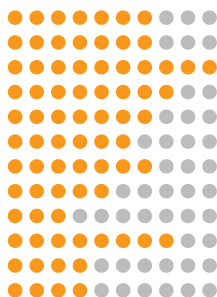**Website** cephaus.github.io/Portfolio/
Address Gainesville, FL

Profile

I am a recent graduate from the University of Florida with a Bachelor's in Digital Arts and Sciences. I am well-versed in various applications that help me dive into projects ranging from video production to various forms of software development. My conceptual and analytical thinking assist my ability to fulfill the requirements for any type of project. I am always eager to collaborate with different teams and learn as much as I can to improve my skills.

Technical Skills

01 Computer

Adobe Photoshop
Adobe Illustrator
Adobe Premiere
Adobe After Effects
Spreadsheet
HTML & CSS
Salesforce
C#/C++
Python
Unity3D/Unreal 4
Swift
Cinema 4D

02 Knowledge

Grid & Layout
Typography
Color Theory
UAV (DJI Phantom)
Video Editing
Motion Graphics & Animation
Interface Design UI/UX
Audio Systems (Dante)
ATEM Production & Equipment
Augmented Reality & Virtual Reality
Mapbox API
Sales Administration

Education

Bachelor of Arts in Digital Arts & Sciences, Fine Arts — **May 2017**
Digital Worlds Insitute at the University of Florida
GPA: 3.9/4.0

Graphic Design Major, Associate of Arts — **June 2015**
Santa Fe College, Gainesville, Florida
GPA: 3.60/4.0

Recognitions

Best in Show: Grip (Short Film)
Digital Salon: Student Showcase 2017
Digital Worlds Institue at the University of Florida

Best Time Based Media: (Short Film)
Digital Salon: Student Showcase 2017
Digital Worlds Institue at the University of Florida

Best in Show: Stella (Dance Concept Video)
Digital Salon: Student Showcase 2016
Digital Worlds Institue at the University of Florida

Experience

1 Sales Engineer — e-TechServices.com, IBM Gold Business Parter — **February 2018 - Now**
- After receiving a quote request then I would configure a Lenovo server solution for the customer using the proper configuration tools and formats.
- Responsible for clerical work and server maintenance.
- Creating Static and Motion Graphics for various projects.

2 Technical Artist (Intern) — Perilous Orbit Virtual Reality — **August 2017 - Feb 2018**
- Learning to create shader neworks and utilizing the Unreal Engine's visual scrpting (Blueprints) along with C++.
- Creating video game assets for the company's new IP Social Club VR.
- Inventing an eyedropper tool using render targets and location values.

3 Audio Visual Operator — University of Florida Digital Worlds Institute — **January 2017 - June 2018**
- Operating the industry standard AV systems throughout the building for major events and classroom lectures.
- Recording, livestreaming, editing, and uploading all events, classroom lectures, and seasonal projects.
- Creating Static and Motion Graphics for various projects.

4 Research Assistant for Dr. Angelos Barmpoutis — **Fall 2015 - Spring 2017**
Researching the impact of teaching programming with an emoticon overlay with the intent that it will improve performance when learning to program.

5 Vice President of the Bachelor of Arts in Digital Arts & Sciences Society — **Fall 2015 - Spring 2017**
I was responsible for officially creating this club and running meetings, workshops, and charity events.

6 Camp Counselor — Camp Laurel South (Casco, Maine) — **Summer May 2014 / Summer August 2015**
- Boating Instructor and Cabin Counselor
- Responsible for writing and implementing lesson plans and responsible for the safety of the campers whether it is in the cabin or out on the lake.