

# ROBERT SMITH

## Jr. 3D Artist

Phone: (0123)-456-789 | Email: info@qwikresume.com | Website: Qwikresume.com

### SUMMARY

Highly collaborative and results driven artist with Company and over 10 years' experience delivering high quality graphic design. Skilled in developing visual storytelling, layout development and design for digital and print media. Exceptional communicator and excels in a collaborative environment with creative brainstorming as an inspiration. Strong project management skills and taking ideas from concept to completion.

### CORE COMPETENCIES

Photoshop, Photography, Management Skills, Creative Direction, Architecture Redering, Art Direction.

### PROFESSIONAL EXPERIENCE

#### Jr. 3D Artist

**ABC Corporation - 2005 – 2008**

##### Key Deliverables:

- Generated high-quality renderings and animations.
- Collaboratively worked and fostered relationships between client and staff.
- Created 3D renderings, animation, graphic design Oversaw design projects from concept to completion, which included creating 3D renderings, animation, and graphic design; ensured the highest quality of work and client satisfaction.
- Designed and co-authored, 65 pages, instructional manual on how to build 3D architecture models for new hires, which resulted in reduced training time by 50% and produced higher quality models.
- Generated 3D home models, depicting the detailed layout of the floor plan which provided visualization of miss-aligned drafting, which prevented potential costly construction errors.
- Participated in the development of a 3D assets library, which was utilized to enhance rendered images and created an image in a more realistic setting.
- Animated Systems Team Leader Modeling and animation of various airplane cockpits, engines, landing gear, gauges and other parts for flight simulation and pilot training.

#### 3D Artist

**Freelance - 2004 – 2005**

##### Key Deliverables:

- 3dsMax is my go to for most 3D work however, I use other programs, tools and plugins depending on the project.
- Cut my teeth on C4D before getting into 3dsMax.
- Use Vray with 3dsMax and Cinema 4D.
- Also used the stock rendering systems with both Max (Mental Ray) and C4D (Advanced Renderer) if needed.
- 2D and 3D projects as well as having my fair share of, rotoscoping, wire and rig removal.

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- For these tasks I use NukeX, After Effects, Photoshop.
- Currently I am adding Clarisse iFX to my compositing arsenal..

## EDUCATION

- Bachelor of Arts in Media Arts and Animation - (Art Institute of Phoenix)