

Curriculum Vitae

Paul Riess
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Skills/Qualifications

- Fusion 360
- Masso CNC
- Mach3
- Adobe Photoshop
- Adobe Illustrator
- After Effects
- Autodesk Maya
- Sony Sound Forge
- Sony Vegas
- Microsoft Word
- Microsoft Excel

- Lathe operation
- CNC mill operation
- Soldering

- Remote Pilot Licence (RePL)
- Aeronautical Radio Operator Certificate

Awards

October 2004 **Pixel Magazine**
Featured in the article: Top 100 Maya Scripts

- Mel scripts were included on the cover disc.

Work History

July 2014 - Present **SOAPdrones**
Chief Technical Officer

- Designed and built custom drone systems.
- Designed and built additive manufacturing systems.
- Presented at various trade shows in Australia.
- Constructed physical 3D logo for Eclips Engineering.
- Constructed Physical 3D mock up for trade shows.
- Liaised with third party manufactures to build prototype components.

November 2003 – June 2014
Freelance Tradesman's Assistant

- Worked under electricians in residential and commercial settings.

April 2002 - October 2003 **Images Online**
CGI Artist

- Created 3D graphics for corporate videos and television commercials.
- Created 2D and 3D graphics for a Chinese documentary series on world history.

April 2004 **NRS Group**
Freelance CGI Artist

- Created 3D graphics for corporate videos.

April 2002 - October 2003 **Images Online**
CGI Artist

- Created 3D graphics for corporate videos and television commercials.
- Created 2D and 3D graphics for a Chinese documentary series on world history.

January 2002 – August 2013

Freelance Audio Assistant

- I assisted in the rigging of effects and commentary microphones for the Summernats car festival.
- Range tested radio transmitters and receivers for Riedel Communications.

December 2001 – January 2002 Images Online

Freelance CGI Artist

- Created 3D graphics for a Chinese documentary series pilot.

March 2001

Images Online

Freelance CGI Artist

- Created 3D graphics for use in Canberra television commercials.

February 2001 – October 2001

Images Online

Work Experience

- Researched methods for creating a virtual studio.
- Travelled to Sydney and Melbourne to test software solutions for use with the virtual studio.

Education

July 2000 – December 2000

Academe of Interactive Entertainment

Certificate IV in Applied Arts

- Completed course in 3DS MAX.

February 1994 – November 1995

Lake Tuggeranong College

Year 12 Certificate