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Ian Hartman

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Education

Drexel University, Pennoni Honors College
Bachelor of Science
Animation & Visual Effects

Philadelphia, PA
Expected Graduation: June 2017
GPA: 3.74

Honors and Awards

AJ Drexel Merit Scholarship, 2013 - Present
Dean's List, 2013 - Present

Relevant Coursework

Organic Modeling
Multimedia Timeline Design
Figure Drawing I

Animation I, II
Creative Concept Design
Audio Production and Post

Digital Compositing
Digital Storytelling
Experimental Animation Lab

Technical Skills

Software: Autodesk Maya, Mudbox 2015; V-ray 3; Adobe Photoshop, Flash, Illustrator, After Effects, Premiere, and Illustrator CC 2014; Microsoft Word, Excel, PowerPoint; ZBrush 4R7; MODO 901; Nuke 9.0v6; TVPaint Pro 11

Programming Languages: C++, CSS, XHTML, JS, Python
Art: Pen/Pencil Sketching

Projects

Animation II Final - *Not Again, the Sequel*
CG Generalist

Winter 2014 - 2015

Modeled, Rigged, Textured, and Animated a robot character
Created all assets/animated using Maya 2015, Rendered with V-Ray, Compositing in Nuke

Digital Compositing - *Progression of a Project*
Compositor

Spring 2015

Shot backplate, cleanplate, and in SITU footage
Pulled green screens, roto, and color correction in Nuke to match footage

Work Experience

Unboxed Technology
Contract Developer

Richmond, VA
Summers 2013 - 2014

Developed front end experiences for web-apps (HTML, CSS, JS)
Integrated mobile-first styles into core products for the web, tablet, phones
Collaborated with a team of developers and designers to build my skillset and deliver high-quality products

Activities

Treasurer, ACM SIGGRAPH Drexel University Chapter, 2014 - 2015
Vice Chair, ACM SIGGRAPH Drexel University Chapter, 2015 - Present
Student Volunteer, ACM SIGGRAPH Conference, August 2015