TODD WILLIAMS

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Durham, NC.

About me

I am a creative, collaborative, hard working Web Developer. I create user-friendly websites that solve problems through innovative design. I am a recent graduate of the University of North Carolina at Chapel Hill's Full Stack Coding Boot Camp, where I received a certificate in Web Development and Coding. This boot camp has allowed me to hone my skills in multiple areas such as HTML5, CSS, Bootstrap, Javascript, jQuery, Node.js, React, SQL, and mongoDB. In addition, I am also a 3D Generalist and Electrical CAD Drafter/ Designer. I am passionate about design and the coding that pushes the design forward. I am looking to bring my experience in art, attention to detail, creative and analytical mind, and coding skill-set to a company to grow as a valuable asset.

Skills

Coding
Browser:
HTML, CSS, Javascript, jQuery, Bootstrap
API Integration:
API's, Json, AJAX, Firebase

Dev Tools:
Heroku, Git, Github

Database:
MySQL, MongoDB

Server:
Node.js, Express, Express-handlebars, MVC, User Authentication, Sequelize (ORM)

CS Fundamentals:
Algorithms, design patterns

Digital Art
3D Modeling (hard surface or organic), UV Unwrapping, Texturing/ Shading, Lighting, Rigging, Animation, Mental Ray, Matchmoving, Compositing ,Video Editing, Photoshop, Illustrator

Drafting
AutoCAD, AutoCAD Electrical, Microstation V8i, Solidworks, Inventor, Pro-Engineer, hand drafting

Experience

CAD Drafter/ Designer, Powersecure; Durham, NC. --(2016-Present)

Drafter II, Dashiell Corp; Houston, TX. -- (2014-2016)

3D Generalist, Microsoft; Santa Monica, CA. -- (2014)
--Commercial: "Productivity Future Vision"; modeling, animation, lighting, rendering)
Website: http://www.microsoft.com/enterprise/productivityvision/

3D Generalist, Media Over Matter Productions; Santa Monica, CA. (2012-2014)
--Short Film: "Monty and the Runaway Furnace"; modeling, texturing, lighting, set dressing, rendering
IMBD: http://www.imdb.com/title/tt5109178/

Advanced Support Agent, TurboSquid; New Orleans, LA. -- (2010-2012)
Assisting customers with any issues they may be having. I frequently helped people overcome problems they are having in Maya, 3ds Max, and C4D. Common issues may have included mesh, texture, animation, rendering problems, and file format conversions.

Education

University of North Carolina at Chapel Hill
Chapel Hill, NC. Full-stack Coding Boot Camp

San Jacinto College
Houston, TX., Associate in Applied Science Engineering Design Graphics (Concentration in Mechanical Drafting)
University of North Carolina at Chapel Hill

Gnomon School of Visual Effects
ZBrush Courses

Escape Studios
Santa Monica, California VFX Production Certificate of Completion

Southeastern Louisiana University
Hammond. Louisiana, BA Digital Art (Concentration in 3D Modeling/ Texturing)