Amos Dudley   •   408 St Johns Pl, Brooklyn NY 02138   •   amosdudley@gmail.com   •   amosdudley.com

Education   **New Jersey Institute of Technology**
Bachelor of Arts Degree in Digital Design, expected graduation May 2016
Digital Designer of Distinction Award 2014
GPA: 3.538

NJIT ACM SIGGRAPH
Investigating techniques for real-time rendering of interiors in Unreal Engine 4 through collaborative projects.

University of Cincinnati, College of Design, Art, Architecture and Planning
Bachelor of Science Degree in Architecture; transferred to NJIT in 2013.

dForm
dFORM is a student organization that explores digital design and fabrication.
Researched real-time architectural rendering using Cryengine 3.

Experience   **Freelance 3D Design**   November 2013
Ralph Appelbaum Associates, New York.
Modeled, rendered and helped finalize design for poster for a LEGO brand experience design competition. Developed project from concept sketch to complete rendered imagery.

Freelance 3D Design   April 2012
Saint Louis Soldier's Memorial Museum + Ralph Appelbaum Associates, New York.
Interior and exterior modeling and texturing of the 1936 memorial building from original architectural drawings.

Freelance 3D Design   November 2011 — March 2012
United States Army Aviation Museum + 1220 Design
Detailed 3d modeling and texturing of prototype military helicopters for exhibit visualization.
Rapid prototyping of helicopter models for presentation model, involving consultation and digital model preparation.

Design Intern   June 2011 — September 2011
Lippincott, New York.
Photoshop visualization of new branding for United Airlines in multiple airports. 3D retail environment visualization for Nissan, Infinity, and Comcast. 2D/3D signage / logo visualization for ITT, MFS, Mastercard, and others. Conceptual design for Samsung retail displays. Office interior renovation renderings.

3D Design Intern   Summer 2010
Ralph Appelbaum Associates, New York.
3d rendering and visualization of museum exhibits in Maya, Vectorworks and Sketchup. Visualizations of exhibit concepts for: Canadian Museum for Human Rights, St. Louis Arch visitor's center, NBC Corporate learning exhibition, Samsung History Museum, Lyndon B. Johnson Presidential Library.

Software   Autodesk Maya, Adobe Creative Suite, V-Ray, Unreal Engine 4, Cryengine 3, Blender, ZBrush, AutoCad (2D), Rhinosceros, Sketchup, Processing, HTML + CSS, Windows / Mac OS

Skills   3D modeling and texturing, rendering and compositing, realtime architecture visualization, product visualization, rapid prototyping / 3D printing, drawing, digital sculpture and painting