

Curtis Enrique Tull JR

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EDUCATION

Chantilly High School
PLATT COLLEGE, San Diego CA
Design/Marketing

SKILLS

Design: Logos, Web and advertisement layouts, photography,
client research, adobe cc+, blender, Sketchup, UI_UX, Indesign,
3dsMax, Photoshop

Tech: LAN/WAN, switches, routers, MacOS, Windows xp-10, Linux,

WORK EXPERIENCE

SHANES SIGNS | Designer / Field Tech | 6/2019 - 3/2020 | Shane Nietzey: Broad Run, VA
Duties: Design, Fabricate and Install custom signage and ADA compliant products. Operate POS
System and log client information. Survey construction sites to execute most efficient
production strategies. Create shop drawings. Create technical packages. Review and analyze bid proposals.
Use tools such as: Impact drill, boom truck, hand saw, etc. Collaborate with HITT contracting, SCOOT-LONG,
Cooper & Carry, the U.S Government, the U.S Intelligence Agency and more.

OSA NETWORK | Field Engineer | 7/2016 - 3/2020 | Shane Nietzey: Broad Run VA
Duties: Install and repair network system equipment. Ensure tech implementations meet client
specifications.
Remote assist customers. Investigate malicious activity and identify false positives. Work in a DATA Center
surveying machines, racking-stacking of servers, switches and other miscellaneous cables between devices
using
velcro and other miscellaneous cables between devices using velcro and other provided items for proper
management.
Install NIC cards and apply configurations through servers. Take Inventory of client devices old and new for
accuracy
on both ends of refreshes noting serial numbers, mac address, etc. Take lead roles and delegate team
members with
staging/installing pc's and printers while i's back up servers. Collaborate with: Sysco, Aecom, Hilton, Go
Daddy,
Digital Realty, Equinix, McDonalds, Ballard Spahr and more.

MATRIX CC | Engineer | 8/2017 - 2/2018 | Andrew Harrover: Manassas, VA

REFERENCES:

David Woelfel (OSA Manager) 703-475-3045
Mark Deang (OSA Coworker) 754-802-4983
Shane Neitzey (Previous Manager) 571-259-0042
Ron Scott (Misc) 415-420-6983

work samples

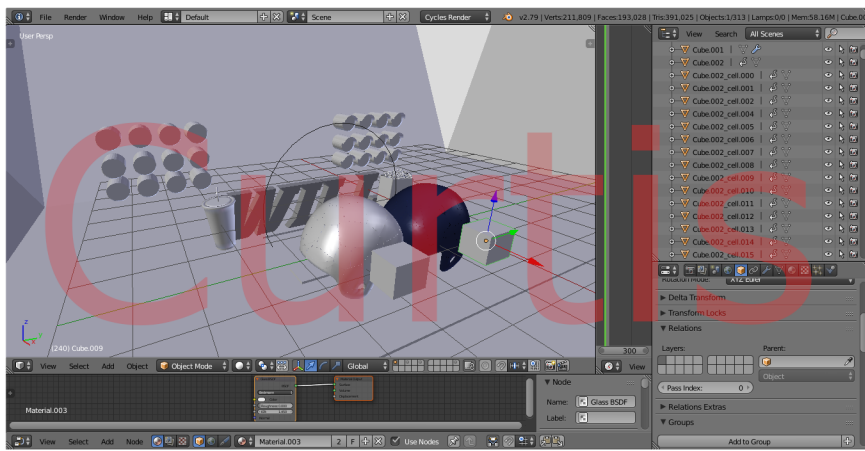
<https://github.com/animationsolutions/Reels>



- Each Mesh uv wrapped with its own uv coordinate system. Separated and painted in photoshop.

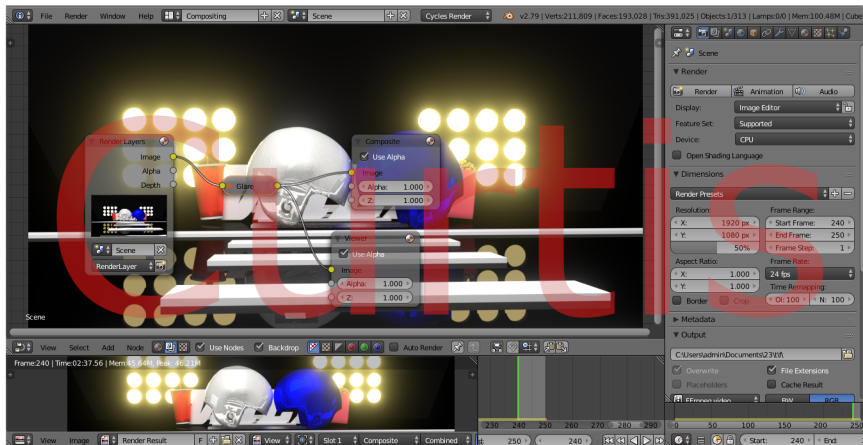
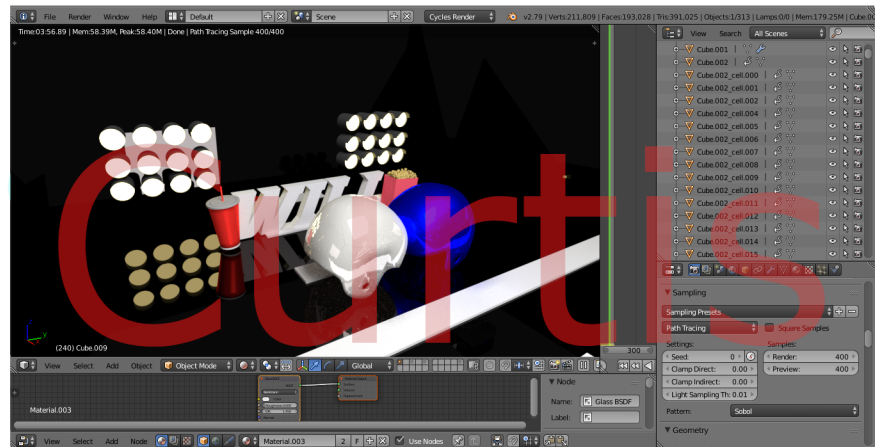
- With the blender 2.8 pipeline. it is possible to bake the textures directly on to a .png file dynamically

- This process can speed up an animations render time.

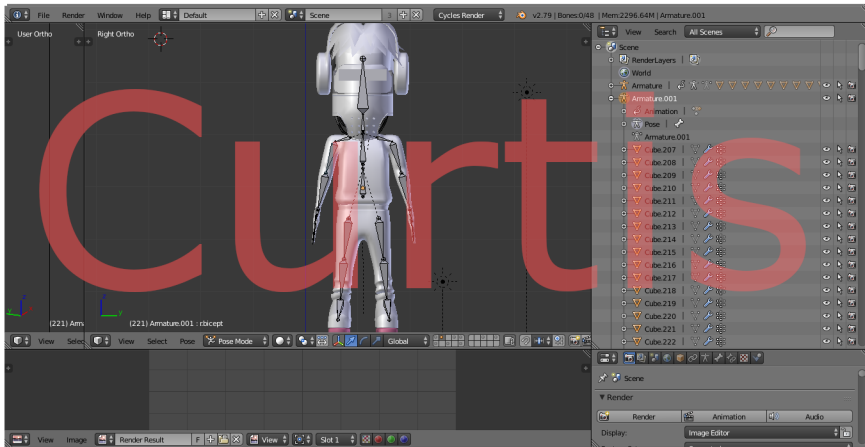


Scene composition in blender. The scene is put together in blender render for a faster workflow.

Rendering materials in cycles render. Scenes with more vertices can increase rendering time. If not texture wrapped and baked lighting before rendering.



The compositing configuration can be used as an alternative to program like photoshop for effects.



Creating the skeletal structure in blender. The main bones in the model are all connected to one adjacent bone to create the overall structure. Certain limbs are disconnected but still attached. Root bones can be used to control various groups of bones collectively.

The weight painting process is personally my favorite process. Vertices can be painted to pair various verts to a single bone. After a skeleton is paired to the mesh. The mesh can then be animated frame by frame.

