

Curtis Enrique Tull JR

-----

[571]-247-5772  
San Diego California  
animationsolutions@yahoo.com

## 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 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

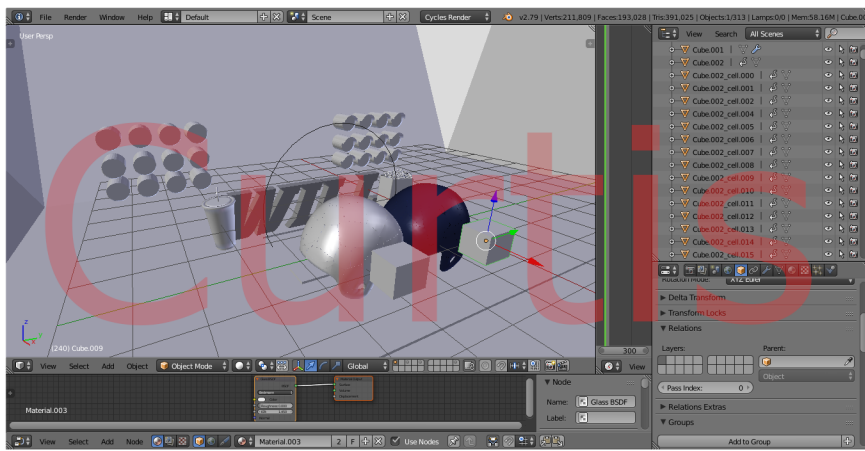
## REFERENCES:

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



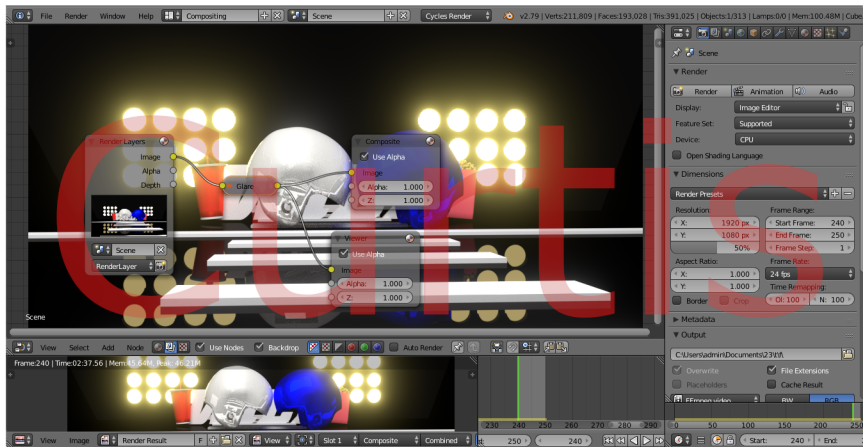
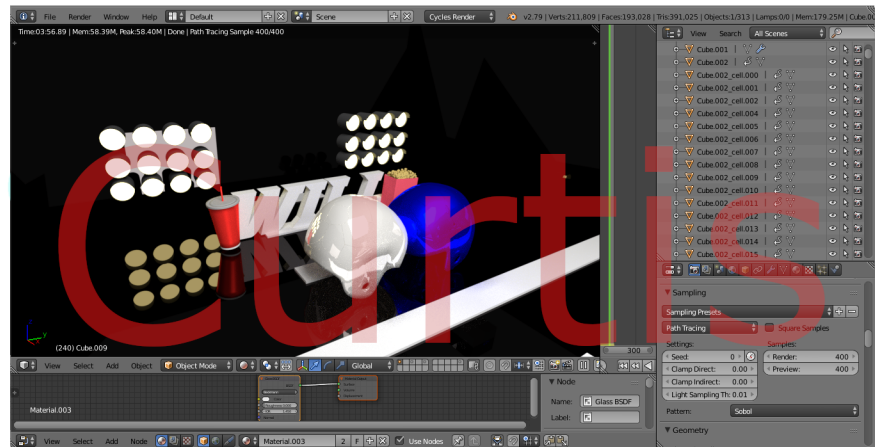
## Texture wrapping in Blender 2.8

- Each Mesh uv wrapped with its own uv coordinate system. Separated and painted in photoshop.
- I 1st create various seams in the mesh to achieve the proper dimensions
- With the blender 2.8 pipeline. it is possible to bake the textures directly on to a .png file dynamically
- The lighting in the scene, when placed in the proper order can be used to achieve the proper color shades.
- This process can speed up an animations render time.

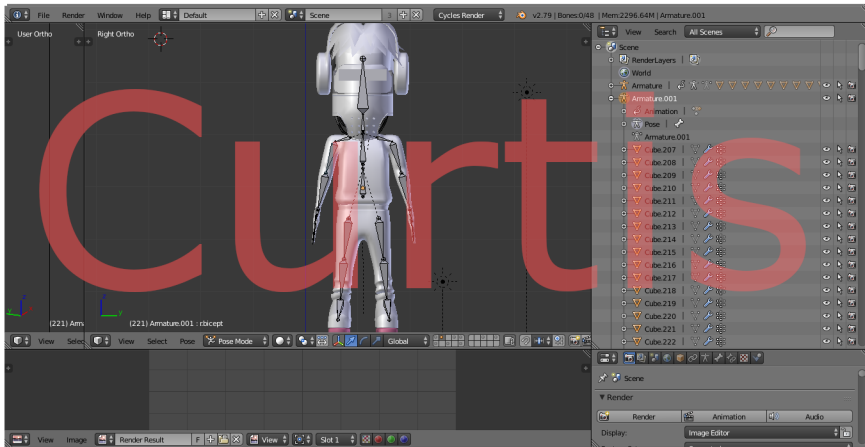


Scene composition in blender. The scene is put together in blender render for a faster workflow.

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.

