

Ethan Pawinski

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CAREER GOAL

Secure an internship as a Multimedia artist. Utilizing technical education, freelance experience and problem-solving skills focusing on understanding the organization's needs, consistently delivering innovative solutions for complex projects. Above average work ethic and strong desire to continue learning.

SKILLS

- 3D Animation
- 3D Modeling
- Environment Design
- Lighting Techniques
- Character Rigging
- Front-end Web Design
- Rendering Techniques
- Logo Design
- Character Design
- Concept Sketching
- Video Editing
- Graphic Design

SOFTWARE

- 3Ds Max
- Mud box
- Unity
- Photoshop
- Illustrator
- InDesign
- After Effects
- Premiere Pro
- Maya

WORKEXPERIENCE

12/15 - 12/16

- **PCA Freelance:**

Working with the Director of Market Strategy, I created a series of videos used to educate association members. Together we created the project's goals and objectives. Developing a process and timeline. I submitted storyboards interpreting the complex nature of the material. Utilizing my animation, modeling, lighting, and video editing skills. Delivered to the client's completed videos on time exceeding their expectations.

- **Graphic Designer:**

9/17-Present

At UW-Whitewater, I am responsible for creating marketing media to help support student life and student organizations for the CLD creative team. The types of media in graphic design are both print and digital media and video media advertising the importance of career, leadership and development. Currently, I am working on animating Willie Warhawk dancing for a gorilla marketing video to improve the Social Media Awareness of the CLD Department.

EDUCATION

9/13- 5/15

- **Associate of Arts in Animation:**

Milwaukee Area Technical College

Specialized education in 3D modeling, rigging, texture mapping and animation. All used in designing immersive environments for commercial animation applications.

- **Bachelor of Arts in Media Arts and Game Development**

9/16- 05/19

University of Wisconsin Whitewater

Learning multimedia such as graphic design, website design, motion capture, interactive communication, video editing, programming, and game design.

INTERNSHIPS

- **414 Interactive Studios, Nursing Simulator, MATC** **3/14-4/14**
Nursing Techniques in virtual environment to generate an immersive experience.
- **CSG Gaming, MATC** **10/14-11/14**
Designed and created game assets for "Destroy the swarm."
- **Kido Video game, UWW** **3/05/16 - 12/20/16**
Art director for student project developing video game from concept to completion in a real world project simulation. <https://vimeo.com/189527395>
- **Murmuration Simulation of the Starling Bird, UWW** **5/15/17–12/20/17**
Concept, modeling, and animation artist of a realistic starling bird to show a VR simulation of the AI murmuration pattern with Professor Nick Hwang.
- **Kurozu Video Game Side Project** **10/19/17 - Present**
Concept, modeling, and animation artist for the monster Shoggoth for a doom look-a-like game.
- **Bug and Guts Video Game Project for GAMED Organization, UWW** **10/21/17 - Present**
Lead artist that provides game design, communication, and a variety of 3D art skills. Teaches and provides a positive atmosphere to help other amateur artists. <https://vimeo.com/246700243>
- **Neuro-evolution Graduate Research Project, UWW** **11/18/17 - Present**
Concept and 3D modeler designer for racing tracks to test AI intelligence evolving from one generation to the next.

REFERENCES

- **Donn Thompson: Vice President, Business Development & Communications**
Zero Energy Systems
Donn.Thompson@ZeroEnergySystems.com
- **Deyounte Ramsey: Director of CLD Creative Team for UWW**
RamseyDL21@uww.edu
- **Nick Hwang: Media Arts and Game Development Professor at UWW**
<http://nickhwang.com/>
hwangn@uww.edu
- **Animation Real**
<https://vimeo.com/127796526>