

Professional Objective:

Highly motivated professional with over 9 years of Technology / Design experience, looking to obtain a position in which I am given the opportunity to play a direct role in the growth and success of a world-class organization.

Work History:

Alion Science/HII, Orlando, FL

Apr 2019 – Present

Large scale 3D asset creation for military training simulations.
Project development from discovery phase to completion.
Harvest and repurpose Point cloud data.
Softwares: Adobe Suite, Unreal, CryEngine, 3DS Max, Substance, Faro.

Corys Thunder, Jacksonville, FL

Sep 2015 – Apr 2019

Large scale 3D asset creation for train and nuclear simulations.
Project development from discovery phase to completion.
Video editing, color correction, graphic design and audio mixing.
Softwares: Adobe Suite, Havoc Engine, Maya, Substance.

Delta V Engineering, Charlotte, NC

Jun 2013 – Sep 2015

Schematic CAD Drafting and camera tracking for accident reconstruction.
Seamless CGI integration to photo-realistic video footages.
Harvesting and repurpose Point cloud data.
Crushed damage matching for vehicles through Point cloud data and photogrammetry.
Developed 3D animations in multiple perspectives.
Maintain and operate survey drones, cameras, and 3D scanners.
Software: Adobe Suite, Maya, MotionBuilder, Substance, Faro.

Independent Technology Consultant, Orlando, FL

May 2013 – May 2014

Freelance work developing digital models, textures and output for multiple clients.
Producing custom 3D video loops, promotional spots and third screen graphics.

Education:

Full Sail University: Bachelor of Science in Computer Animation

2013

University of Central Florida: UX/UI Design Certification

2022

FARO Training Course: High-precision 3D capture, point cloud data.

2016

Photomodeler Training Course: Image capturing and reconstruction

2015

