

LEAD SENIOR GRAPHIC DESIGNER

Summary

Manage multiple projects, Cross-Channel Marketing, Messaging & Branding Consistency, Visual Communications, Brand Creation & Reinvention, Strategies, Efficiency, Planning, Improvements, Supervise, Development, Evaluation, Sets a high standard for all graphics designers, Implementing to adapt to and develop new techniques, High level of problem solving. Look Development: Using 3dsMax, Maya, Softimage, Vray and Mental ray. 3d Lighting and Shaders: Intimate knowledge of Vray, Mental ray creating and using image based lighting, traditional lighting, and hybrids. 3D Modeling: Detailed hard surface polygonal modeling in 3dsMax, Maya and Softimage (automotive, mechanical, product and architectural). Cleanup and model prep, optimization and modifications to existing models. General 3d: General scene setup, optimization and prep work in 3dsMax, Maya, Softimage. Vray and Mental ray. Camera previz work, lighting, shading, painting textures, UVW mapping, modeling, and rendering.

Highlights

- Autodesk 3DS Max
- Autodesk Maya
- Vray and Mental ray
- Adobe Photoshop
- Adobe After Effects
- Adobe Illustrator
- Adobe Flash
- Adobe Lightroom
- Strong knowledge Joomla (Wordpress) CMS (HTML, Flash) and SEO to Google top 10 position
- Experience on a MAC and Windows platform
- Adobe Dreamweaver
- Adobe Flash
- ArtiosCAD
- Zbrush
- Keynote
- Microsoft Office
- PowerPoint
- SolidWorks

Accomplishments

Designed and implemented a special art project for [Organization Name] . Formulated an inclusive design manual reference guide with more than [Number] design templates.

Experience

07/2014 - Current

Lighthouse 1/4 Seattle , WA Lead Senior Graphic Designer

- Using 3dsMax, Maya, Softimage, Vray and Mental ray.
- 3d Lighting and Shaders: Intimate knowledge of Vray, Mental ray creating and using image based lighting, traditional lighting, and hybrids.
- 3D Modeling: Detailed hard surface polygonal modeling in 3dsMax, Maya and Softimage (automotive, mechanical, product and architectural).
- Cleanup and model prep, optimization and modifications to existing models.
- General 3d: General scene setup, optimization and prep work in 3dsMax, Maya, Softimage.
- Vray and Mental ray.
- Camera previz work, lighting, shading, painting textures, UVW mapping, modeling, and rendering.
- Identified resources needed and assigns individual responsibilities Reviews and enhanced deliverables prepared by team before passing to client Effectively applies our methodology and enforces project standards Analyzed and customized project profitability, and utilization Provided detailed direction to designers Set a high standard for all graphic designers Advised and minimize exposure and risk on project Advanced visualization of packaging Chaired products for best selling brands and companies like: McDonalds, Coca Cola, KFC, Jack Daniels, Kraft Foods, Hershey's, Winchester, Nestle, Blizzard, CVS Pharmacy, Wallgreens, John Deere, Kellogg's, United Airlines, Gentelman Jack, Optimum Nutrition, Bayer, SC Johnson, Smirnoff, Miller, Fisher, Off etc.

01/2014 - 07/2014

Kimco Realty 1/4 Atlanta , GA Project Manager

- Identified resources needed and assigns individual responsibilities Reviews deliverables prepared by team before passing to client Effectively applies our methodology and enforces project standards Analyzed project profitability, and utilization Provided detailed direction to designers Assisted in the education and development of designers Set a high standard for all graphic designers Minimize exposure and risk on project 3D visualization of packaging 3D modeling 3D texturing 3D lighting 3D Animations Web development and graphic design company website Chaired products for best selling brands and companies like: Dunkin Donuts, Sony, American Eagle, Bulova, True, Burt's Bees, Loreal, Gatorade, Herbalife, Hitachi, Algida, Dior, Yankee Candle, Nicki Minaj, Bentley.

09/2013 - 01/2014

9Thwonder 1/4 Denver , CO Graphic Designer Designed and printed online interactive sales and marketing collateral. Created visuals that appeal to leaders in the big data and high-tech world.

07/1995 - 06/2013

RAPID DIGITAL 1/4 City , STATE Creative Director

- Interacted with Modelers to develop creative concepts and executions of assigned products Possessed solid understanding of the science

and market dynamics of assigned products Worked closely with account executives to schedule and monitor all projects Provided accurate time and cost estimates for each tactic Adapted to and develop new techniques Supervision on obtaining the correct colors systems Supervision on packaging designers and engineers Advised client on all technical visual recommendations and/or issues Helped facilitate both the input and creative meetings Assisted in making presentations to client Responsibilities: Staff Development Provided detailed direction to designers Assisted in the education and development of designers Set a high standard for all graphic designers.

Education

2005

WSSS COLLEGE in Suwalki ¼ City , State , Poland Master of Arts : Computer Graphics Computer Graphics

2002

WSSS COLLEGE IN SUWALKI ¼ City , State , Poland Bachelor of Arts : Computer Graphics Computer Graphics

Skills

3D, 3D Modeling, 3DS Max, Adobe, Adobe After Effects, Adobe Photoshop, automotive, CMS, SC, client, CVS, direction, Dreamweaver, Flash, graphic, HTML, http, Adobe Illustrator, image, Lighting, MAC, market, Maya, mechanical, meetings, Microsoft Office, PowerPoint, Windows platform, modeling, optimization, packaging, painting, Camera, presentations, rendering, selling, Softimage, SolidWorks, Staff Development, Supervision, Web development and graphic design, website