

Stephen S. Clarke

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Introduction

I am currently a full-time undergraduate at Sacred Heart University studying computer science and working as a graphic artist who specializes in 3D modeling and animation, I also have experience working in motion labs, 3D printing, and creating logos and web content for companies.

Education

Bachelors of Science, Sacred Heart University, Fairfield CT

Anticipated May 2020

- *Major:* Computer Science *Minor:* Math
- Thomas Moore Honors Program
- Dean's List - GPA: 3.942

CS-171: Introduction To Computer Gaming

Fall 2016

Sacred Heart University Motion Lab

- Created rigged 3D characters using Blender and Unity
- Animated characters in motion lab using Backstage

Technical Skills

- 3D Modeling and Animation: Blender, Maya, Cinema 4D Substance Painter, Mudbox, Sculpttris, Zbrush, Unity, Backstage
- 2D Image Manipulation: GIMP, Photoshop, Krita, Substance Designer, After Effects

Work Experience

Freelance Artist and Animator

2012 - Present

Creating assets for small businesses and independent musicians

- Designed 2D covert art and logos with GIMP
- Modeled 3D animations and game assets in Blender

Class Learning Assistant, Sacred Heart University

Spring 2017

- Tutored CS-111: Introduction to Structured Programming

USTMEDIA

Fall 2016

- Constructed animated web content with Blender

Melli Productions

Summer - Fall 2016

- Let's Talk Native With John Kane
 - Produced 20 second photorealistic animation in Blender with green screen
- Souler Energy
 - Composed 5 second looping animation using special effects in Blender

CiViLiTi Inc.

Spring 2016

- Assembled an array of images into a 3D book animation

Extra-Curricular Activities

- Division One Athletics, Fencing Sabre and Foil