

L.D. Smith

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2045 Riverbirch Ln

Rockwall, TX 75032

Qualifications

3D Modeler experienced working in fast-paced environments demanding strong technical problem solving skills. Detail-oriented and resourceful in completing projects; able to multi-task effectively. Capabilities include:

Animation-ready character modeling
Environment modeling
Modeling for realtime (game-ready)
Particle, cloth, and fluid simulation
Digital sculpting

Efficient UV unwrapping
Texture painting
Rigging
Normal and displacement map creation
Scripting/programming experience

Experience Highlights

Parallel Pipeline Development

Worked on a large team that required simultaneous production of assets and constant communication.

Project Management

Supervised and led the operation of business critical projects, which entailed developing accurate project timelines and delivery of high quality results.

Problem Solving

Developed and applied innovative techniques to handle problems as they occurred. Designed software architecture that was stable and reliable.

Employment History

Kolar Advertising, Interactive Developer

September 2007 – October 2008

Created a wide range of visual assets for electronic and print media. Responsible for communicating directly with business team and facilitating technology inquiries during client meetings. Provided accurate timelines and high quality results.

- HTML/CSS/AJAX Web 2.0 design and development
- Visual presentation media and user interfaces.
- PHP/C# development, full backend systems and custom ActiveX controls
- ASP.net development for thick-app functionality in a web browser

GX Creative, Interactive Designer

November 2005 – July 2007

Created visual assets for a wide range of marketing materials.

- 3D & 2D previsualizations, logos, and other assets
- Web design (HTML/CSS & Flash with ActionScript).
- Large format design for vinyl vehicle wraps

Zenat Design, Interactive Designer & Developer

January 2005 – September 2005

Specialized in User Interface, custom shopping cart integration and custom web applications before the company dissolved at the end of September, 2005.

- XML/Soap protocol transmission via cURL
- Custom plugin development for all major CMS packages

Education

Vancouver Film School, 3D Animation & Visual Effects

August 2008 - August 2009

Austin Community College, Computer Science

January 2002 - May 2005

Software Proficiency

3D Studio Max	Topogun
Maya	Bodypaint
Softimage XSI	Photoshop
Modo	Nuke
Mudbox	PfTrack
Zbrush	After Effects
Headus UVLayout	Visual Studio
FumeFX	Flash

References available on request.