

Work Experience

Amel Group Inc., Mississauga, ON.

2011-2017

Graphics Design/Animation for various military projects

- Using 3DS Max to develop 3d models of ship, aircraft and missiles to be game-ready and to meet DIS(Distributed Interactive Simulation) requirements
- Utilizing Photoshop to create and alter photorealistic hardware images based on source material such as photograph, video, and technical manual diagrams
- Utilizing Photoshop and Microsoft Visual Studio to create and alter UI elements
- Working closely with engineers and software developers to create technical images and GLStudio (User interface development software) projects

Marketing and Promotion

- Utilizing 3DS Max to animate military vehicles and other inanimate objects
- Utilizing Adobe Photoshop to animate charity logo
- Utilizing 3DS Max to create and render interior architectural previsualization, independently or by collaborating with other artists (on-site and remotely)
- Creating, enhancing or updating images for project proposals and marketing documentations

E-Learning Development

- Utilizing 3DS Max and Adobe Flash to animate military vehicles and other objects to support E-learning lessons
- Utilizing Adobe Creative Suite and Autodesk software to create and update E-learning lessons, and provide quality control
- Using 3DS Max to create or manipulate and animate 3d models of ship, aircraft and missiles
- Researching course materials, and discussing with subject-matter experts in regards to developed courses

Technical Trainer

- Providing customer software training and service in accordance with other trainers
- Providing 3ds Max internal training to graphics team

Web Development

- Creating, updating and maintaining company intranet as well as company instructional documents with visual aids

Administration

- Developing Virtual hardware graphics guidelines and workflow instructions
- Developing 3D model guidelines, workflow instructions, and purchase proposals
- Creating and updating graphics department workflow, instruction manual, work estimations, UI elements, and 3D model inventory

Work Experience	<p>Atlantis Systems International, Brampton, ON. 2009-2010</p> <p>Junior Graphics Artist</p> <ul style="list-style-type: none"> • Utilizing AfterEFX to create new animation and alter existing animation • Utilizing 3ds Max to alter 3D animation • Utilizing Photoshop to create, manipulate or alter existing graphics • Utilizing Flash to alter and update E-learning courses <p>Chelsea Roads Productions Inc., Burlington, On. 2006-2007</p> <p>Animator</p> <ul style="list-style-type: none"> • Animating scenes independently and on time with Flash • Designing and creating props for specific scenes with Flash • Utilizing Flash and Photoshop to transfer existing artworks into digital line drawing, to be ready for further instructions • Utilizing Flash and Photoshop to design children’s book with specific instructions and collaboration
Technical Skills	2D and 3D Animation, graphics design, character design, storyboard, 3D modeling and rigging, architectural previsualization, visual effects, post production editing and compositing
Software Skills	Toon Boom Animate Pro 2, Storyboard Pro, Adobe Photoshop, Flash, Animate, Illustrator, InDesign, Corel Painter, Autodesk 3DS Max, Maya, AutoCAD, Adobe AfterEFX, Premiere, Google Sketchup, DiSTi GLStudios(C++ UI creator), Presagis Creator, MetaVR(3D visual System), Deep Exploration(2D & 3D software), Microsoft Visual Studio, Excel, Word, PowerPoint, and Outlook Javascript, C/C++ (Basic), Wordpress, HTML, HTML5 and QuarkXpress Windows and Mac Operating Systems
Training & Education	<p>3D Modelling with 3ds Max, Humber College, Toronto, ON. 2015 Obtained Certificate of Completion Focus of studies: 3D Modeling, texturing and 3D Rendering</p> <p>Artist 25 Studio - Oil painting class with Tim McCormick 2011, 2013 Obtained Certificate of Completion Focus of studies: Portrait, figure painting, Still life</p> <p>Bachelor of Applied Arts (Animation), Sheridan College, Oakville, ON. 2003-2011 Obtained Degree in Applied Arts (Animation) Focus of studies: 2D and 3D Animation, Character Design, 3D Modeling and Rigging, Layout and Storyboarding, Life Drawing, Sound Design, Post production, and Film editing</p> <p>Masterclass with Pixar Artists in Toronto, Vancouver Institute of Media Arts 2010 Obtained Certificate of Completion Animation and Storyboard lesson with workshops</p> <p>Albert Campbell Collegiate institute, Toronto, ON. 1999-2003 Obtained Ontario Secondary School Diploma Coordinated graduating Art show and various school events</p>