

## Photographer, Animator, Graphic Designer

### Skills:

- 3D Lighting, Rendering, Animation
- Graphic Design
- Photography – Landscapes (including panoramas), Architecture, Close-up/“Macro” shots of objects, Trick photography, Product shots
- Video – storyboarding, production, editing
- Programming (including Object-Oriented principles)
- UX (User Experience) Design
- Software:
  - Photoshop
  - Gimp
  - Blender
  - Illustrator
  - Inkscape
  - Premiere Pro
  - Linux/Unix operating systems
  - Java (using Netbeans IDE)
  - Python

### Education:

- Purdue Polytechnic New Albany: B.S. in Computer Graphics Technology, Spr. 2016  
Examples of projects completed include
  - Worked on animation skills by creating an animated recreation of a scene from a popular movie, synced to the original audio
  - Developed graphic design skills by creating a promotional poster for a play (see portfolio)
  - Graphic Design:
    - “Tangelon” (citrus/alien) character for a hypothetical marketing campaign.
    - Decorative font wherein all letters have googily eyes and buck teeth.
  - Developed digital lighting and rendering skills by recreating paintings by Vermeer and Hopper in 3D.
  - Gained experience with the entire video production pipeline by participating in the production of a Doritos “Crash the Super Bowl” contest entry.
  - Learned User Experience design by analyzing what was wrong with the usability of a toaster and how it could be improved.

### Employment:

- L&D Mail Masters: Production Assistant – Summer 2015
  - Sorted bulk mail, filled envelopes that couldn't be done by machine, swept the floor, emptied trash cans, cut paper stock, and did whatever else whatever was asked of me when extra hands were needed somewhere on the floor.