

Summary of Qualifications

- Low and hi-resolution polygon, NURBS and subdivision surface modeling.
- UV mapping and custom texture map creation.
- Lighting
- Digital compositing including rotoscoping, keying, motion tracking and color correction.
- Art and design background with strong eye for color and composition.

Work Experience

D2 Creative / D2 TEAM-Sim

Somerset, NJ

3D Art Director / Lead 3D Artist

October 2007 – August 2009

- Supervised team of artists in the production of 3D assets for both real-time game and video projects.
- Modeled, textured, set up lighting and animated 3D objects and scenes used in marketing videos for pharmaceutical and corporate clients.
- Modeled, textured and set up lighting for 3D objects and environments used in real-time training simulations for government and defense industry clients.
- Keyed and color corrected actors shot on green screen for Continuing Medical Education projects.

Edit One

New York, NY

Freelance 3D Artist

August – September 2007

- Created materials and lighting for interior, engine and chassis shots of the BMW 1-Series using Maya and mental ray, for the BMW website.

Mechanism Digital

New York, NY

Freelance 3D Artist

January – March 2007

September – November 2006

- Modeled and textured weapons and armor and composited live action actors onto digital backgrounds on Last Stand of the 300 – History Channel.
- Supervised 3 artists in production of 3D neighborhood maps for A&E's SWAT show. Modeled, lit, set up render layers and animated cameras for maps.
- Modeled, textured and lit 3D logo for an HBO Entourage promotion. Composited logo into live action background, fine-tuned lighting and added reflections in After Effects. Color corrected 2D billboard element and integrated it into the shot.
- Modeled, textured and lit spider web for final shot in Spiderman toy commercial for Hasbro.
- Textured digital set for a Discovery Channel series test.
- Texture artist on "Engineering an Empire" and "Inside a Volcano" – History Channel. UV mapped objects in scenes. Painted textures in Photoshop and created shading networks in Maya.

Pratt Institute

Brooklyn, NY

Visiting Assistant Professor

August 2006 – Present

- Teach undergraduate and graduate level modeling, lighting and rendering courses.

New York Institute of Technology

New York, NY

Adjunct Instructor

September 2007 – December 2007

- Taught digital compositing and visual effects using Maya and After Effects.

News 12 New Jersey

Edison, NJ

Freelance Graphic Artist

June 2006 – October 2007

- Design on-air graphics for live news broadcasts including over the shoulder boxes, full screens, monitor fills and maps using Photoshop, After Effects and Curious World Maps.

Art Institute Online

Online

Online Facilitator

April 2006 – March 2008

- Taught 3D modeling, lighting and animation.

Patel Design

Designer

Plainfield, NJ

2000 – Present

www.affordablenjhomes.com

- Logo and website design using Illustrator, Photoshop, Dreamweaver, Fireworks, HTML, CSS. Implemented IDX solution for property search.

www.everydaymedia.com

- Website design and implementation using Photoshop, Fireworks, Dreamweaver and Flash.

www.stuffyshmitt.com

- Website design. Created Flash music player so users could quickly listen to songs.

www.blazingpackets.com

- Logo design, photography and website design.

www.petnannyresort.com

- Website design and implementation.

www.wishnetworks.com

- Optimization of existing website and Flash greeting cards. Improved download time by 40-60% through proper use of symbols and instances in Flash.

Digital Media Arts College

Chairperson of Undergraduate Studies/ Professor

Boca Raton, FL

June 2004 – December 2005

- Taught intermediate to advanced classes including senior animation thesis, animation portfolio, 3D modeling and animation, digital lighting, texturing, and compositing.
- Recruited, developed and managed faculty for the Computer Animation and Graphic Design programs.
- Revised all course outcomes and topics for the undergraduate Computer Animation curriculum in preparation for the accreditation review process.
- Wrote syllabi and developed course material for Computer Animation and Graphic Design courses.

Florida Atlantic University

Visiting Research Associate / Instructor

Ft. Lauderdale, FL

June 2003 – June 2004

Graduate Teaching Assistant

August 2002 – May 2003

- Taught undergraduate and graduate students 3D modeling and animation using Maya, texturing using Photoshop and digital compositing using Shake.
- Developed course content and tutorials for undergraduate and graduate classes.

Art Institute of Fort Lauderdale

Adjunct Instructor, Multimedia and Web Design

Ft. Lauderdale, FL

Jan. 2002 – April 2003

- Taught students to design web sites and interfaces for multimedia projects using Dreamweaver, Fireworks, Photoshop and Image Ready.

Education

MFA in Computer Arts in Animation

May 2003

Florida Atlantic University

Ft. Lauderdale, FL

BFA in Environmental Design

June 1987

Parsons School of Design

New York, NY

Software Expertise

Autodesk Maya

Adobe Photoshop and Illustrator

Adobe Dreamweaver, Fireworks and Flash

Apple Shake

Adobe After Effects

Virtools

Apple DVD Studio Pro

Adobe Premiere

Unity 3D

Apple Final Cut Pro

Curious World Maps

ZBrush

Professional Affiliations

ACM Siggraph: NYC Chapter Board of Directors 2006-2009

ACM Siggraph, international member, 2004-2009

Exhibitions /Awards

- March 2004 Sudwestrundfunk Baden-Baden, Germany
▪ Animated short film *Reflections* was broadcast on television.
- December 2003 25th Anniversary Classic Telly Award
DVD compilation “Cream of the Crop”, which included animated short films *Casandra The Chameleon*, *Reflections* and *Greed*, received a Gold Classic Telly award.
- July 2003 2003 Independents’ Film Festival Tampa, FL
Animated short films *Casandra The Chameleon* and *Idea Hunting* were broadcast on the Tampa Educational Channel.
- June 2003 Kidflix Florida International Children’s Film Festival Tampa, FL
Animated short *Casandra The Chameleon* was shown at the Centro Ybor Muvico Theater.
- March 2003 Cinema in Paradise – The Homestead Animated Film Festival Homestead, FL
Animated short film *Casandra The Chameleon* received the Grand Prize.
- January 2003 Through Women’s Eyes – Women’s International Video-Film Festival Sarasota, FL
Screening of animated short films *Reflections* and *Idea Hunting*.
- July 2002 2002 Independents’ Film Festival Tampa, FL
Animated short film *Reflections* broadcast on the Tampa Educational Channel.