

Demo Reel (January 2009) shot breakdown

- **3DVIA Café environment for SIGGRAPH 2008 [2008]:** Maya, Headus UVLayout, Photoshop, 3DVIA MP game engine.
 - Contract project for 3DVIA, with two other 3D Artists and one programmer. Created in a five-week project window, finished *ahead of schedule* for SIGGRAPH 2008 and NVISION 2008, to promote 3DVIA's new game engine 3DVIA MP.
 - **Modeled** 19 models: Payphone, Razr cell phone, Chocolate cell phone, standing bar, handrail, table, chair, coffee cup, condiments station, silverware, milk canister, napkin dispenser, espresso machine, coffee machine, pot, coaster, glass, soda bottle, napkin (Sony Ericsson cell phone model provided by Sony Ericsson).
 - **UV'ed** all models.
 - **Textured** 21 models: Payphone, Razr cell phone, Chocolate cell phone, standing bar, handrail, table, chair, coffee cup, condiments station, silverware, milk canister, napkin dispenser, espresso machine, coffee machine, pot, coaster, glass, soda bottle, napkin, bar, soda machine.
 - **Animated** camera fly-through and Sony Ericsson.
 - Created **MEL scripts** to control common attributes of dozens of materials, and to automate repetitive cell phone button animations.
 - **Advised** on Skype-phone implementation in the game engine 3DVIA MP.
 - Provided personal photography for framed photo models.
- **3DVIA Café: Payphone [2008]:** Maya, Headus UVLayout, Photoshop.
 - Concept / reference, model, UV's, texture
- **3DVIA Café: Espresso machine [2008]:** Maya, Headus UVLayout, Photoshop.
 - Concept / reference, model, UV's, texture
- **3DVIA Café: Floor plant [2008]:** Maya, Headus UVLayout, Photoshop.
 - Concept / reference, model, UV's, texture
- **3DVIA Café: Table [2008]:** Maya, Headus UVLayout, Photoshop.
 - Concept / reference, model, UV's, texture
- **Snowmonster [2009]:** Maya, Headus UVLayout, Photoshop, Mudbox.
 - Solo personal project
 - Concept, model, UV's, texture, normal map.
- **„Rengaj” Low-poly Character [2009]:** Maya, Headus UVLayout, Photoshop.
 - Solo personal project
 - Concept, model, UV's, texture.
- **Wizard House [2008]:** Maya, Headus UVLayout, Photoshop.

- Contract work for Albany-based Unity game developer Franklin Pride, for his game *Wizard Wars*. *Wizard Wars*, due May 2009, is planned to be the first release of Pride's new indie game company Galactic Castle. I am continuing work with Pride / Galactic Castle on *Wizard Wars* as the lead 3D Artist.
- Concept, model, UV's, texture.
- **„Shakespeare's Prop Room“, guitar animation [2008]:** Maya, Photoshop, After Effects, Flash.
 - Five-week Practicum project finalizing my time at the Center for Digital Imaging Arts at Boston University. Created with 11 classmates for a client, the Commonwealth Shakespeare Company (CSC). CSC is a Boston non-profit organization which puts on annual, free Shakespeare productions on Boston Common.
 - **Modeled and UV'ed the Donkey Head**
 - Created **shaders** and **procedural textures** for the **Scale**.
 - **Rigged and animated the Guitar**.
 - Solely **programmed** Flash game using these props and animations.
 - Worked as a **Producer** with the Director and client; oversaw technical pipeline (Maya to After Effects to Flash), voice actor recording, and web deployment.
- **„Eden“ [2006]:** Maya.
 - Solo personal project
 - Created complex shaders, assigned to Maya fur networks, to create a painterly look.
 - Animated camera fly-throughs.

Music: „You Just Got Demo Rolled“ by Griffin „malloc“ Milsap.

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