**Key Qualifications**

**Technical strengths:** Versed in a variety of multimedia applications, including the adobe professional suite, Maya, 3d Studio Max and video editing software.

**Versatile experience:** Long-term aptitude in academia and the digital media industry with graphic design, 3d and 2d animation, traditional media and video editing.

**Communication and organization:** Work regularly in a team oriented environment facilitating coordination between focused work groups and the classroom requires a meticulously organized work routine.

**Professional Experience**

* **Ithaca College, Adjunct Professor of Strategic Communications, 2014 – 2016.** Classes include: Strategic Communication, Presentation and Graphic Design, Designing Social media, Interactive Media and Animation.
* **Freelance 3d Animator, 2011 - current.**

**3d motion graphics commercial for "Gary's U-Pull It", Binghamton, NY.**

* **The College of Westchester (CW), Full-Time Professor, 2007 – 2011.** Classes include: 3d modeling and Animation, Digital Imaging, Digital Illustration, Motion Graphics and FX, Studio Art, Storyboarding, Art History, Web Design, Computers and Technology and Video Editing.
* **The Art Institute of Pittsburg / NIIT, Curriculum Development, 2007.** Responsibilities included the development of online curriculum for an advanced 3d production class.
* **New York Film Academy, Instructor, 2007**. Maya training course, Summer program.
* **Kaia Inc, 3d modeling and animation, 2006 – 2007.** Projects included: Animation for “Lady and The Tramp” interactive game, animation for “Harry Potter” interactive game, animation and rigging for “Hot Wheels” interactive game, animation for “Mammoth” (Sci-Fi Network), modeling for “The Little Mermaid” 3d simulation, animation for “Disney” characters interactive game.
* **New York University (NYU), Center For Advanced Digital Applications, Adjunct Professor for Graduate Students, 2004 – 2007.** Classes included: 3d Modeling, 3d Animation 1 and Introduction to 3d design.
* **Independent Film, 2004 – 2005.** Responsibilities included 3d animation for “Light and The Sufferer”
* **Croog Studios, 3d modeling, rigging and animation, 2004.** Responsibilities included rigging, modeling and animation for Nickelodeon promos.

**Education**

* **2003 - Savannah College of Art and Design, Savannah, GA.** MFA in Digital Media.
* **1999 –** **Rochester Institute of Technology, Rochester, NY.** BFA in Illustration.

**Software and Skills**

**Software:** Autodesk Maya, AutoCAD, 3d Studio Max, Adobe Illustrator, Photoshop, After Effects, Premiere, Flash, Macromedia Final Cut Pro and Microsoft Office Suite.

**Skills:** Painting, sculpting, storyboarding, concept development, character design, set design, color theory, 2d and 3d animation, 3d character modeling and motion graphics.