

Objective

Challenging career in field of 3D modeling, animation, and design visualization that will utilize my highly effective visual communication skills, background as artist, and twenty years of experience demonstrating strong commitment to teamwork. love to make actual physical models as well as computer models in 3ds-max and Rhino.

Relevant Professional Experience

PRACTICING ARTIST

1987 – PRESENT

- Modeled, animated, rendered, and produced various surrealistic movies using Lightwave 3D, 3ds-max, stop motion, and hand drawing. 2006 - present. Can be seen at above web address.
- Created 2d concept sketches and proposed 3d scenery models for rpg game *Aeon – Labyrinth* including texture mapping in Photoshop. Spring 2009 - present
- Modeled 3D house from floor plan and elevations for final exam in Autocad 3D course. Rendered compelling camera views for potential client design visualization and for simulated professional deadline. Used Xrefs, Polylines, Extrusions and Subtractions to create model, and advanced render settings with light controls at specified time of day to generate file at correct output size for print media.
- Demonstrate strong attention to detail, knowledge of movement and physics, organizational, and problem solving skills in variety of creative projects including detailed design and construction of
 - Model sailboats with complex hull shapes, sails and rigging hardware, frames and planking, radio control component installation, and keels to correct hydrostatic design.
 - Balsawood and tissue paper rubber powered model airplanes with structural airframes and correct aeronautical concepts.
 - Seven foot lap strake dinghy from detailed plans. Interpreted complex drawings to complete long-term project resulting in safe, seaworthy sailboat with foot-pedal steering, retractable bilge board, and thirty square foot gaff sail. Creatively solved transport and handling problems of storing dinghy in small apartment, and successfully launching on Charles River without aid of car.
 - large scale, wind activated, floating sculpture for exhibit “Arts Afloat” at Children’s Museum, Boston.
- Collaborated with artist showing sculpture as part of outdoor exhibition “Reclaiming Nun’s Field”. Creatively engineered solutions to problems of fabrication and site specific installation without betraying overall artistic vision.
- Showed surrealistic, mixed media, nautical paintings at various Boston galleries including Kingston and Bernard Toale “Boston Drawing Project.” Managed installations including mounting, framing, and hanging of artwork. Passionate about imaginative art since 1981.
- Museum of Fine Arts Boston – 1987 – present. Demonstrate understanding of and appreciation for MFA collections in daily interactions with visitors and MFA staff. Utilize extensive knowledge of art history to respond to questions. Monitor galleries and enforce Museum policies and procedures including evacuation during fire drills.

Education

Boston Architectural College, Boston MA. Design Computing Certificate 2008. Course work includes Autocad 2007 2D and 3D, 3ds-max, Rhino

School of the Museum of Fine Arts, Boston B.F.A. 1987. Course work includes hand drawn animation filmed and edited on 16 Milimeter 1986, Lightwave 3D modeling and animation 2005. Stop motion animation including storyboarding, building sets and characters, shooting with pixilation. 2006.

Computer Knowledge

Word, Illustrator, Photoshop, Front Page, 3Ds-max, Autocad 2007, Rhino, Flash animation, video editing

