

James S. Eckerson

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OBJECTIVE

3D/Digital Artist position where my experience, knowledge, and work ethic can be applied.

SUMMARY

Production artist with experience using a variety of 3D and 2D software. 3D work experience includes modeling, texturing, animation, lip sync, lighting, particle effects and compositing. 2D work experience includes marketing design, desktop publishing, and graphic design. Experienced with Windows and Macintosh operating systems.

SOFTWARE EXPERIENCE

LightWave 3D • 3D Studio Max • Photoshop • Illustrator • Word (Proficient)
Maya • After Effects • Premiere • InDesign • Excel • PowerPoint (Intermediate)
Flash Graphics • Dreamweaver (Working Knowledge)

EDUCATION

Bachelor of Arts in Studio Art, Minor in Communication Arts, (Cumulative) GPA, 3.11
UNIVERSITY OF WEST FLORIDA, Pensacola, Florida, 1998-2000

Associate in Arts, Cum Laude, Phi Theta Kappa, (Cumulative) GPA, 3.53
GULF COAST COMMUNITY COLLEGE, Panama City, Florida, 1996-1998

Occupational Associates Degree in Digital Animation and Visual Effects
DAVE (Digital Animation & Visual Effects) School, Orlando, Florida, July 2004-June 2005

Furthered Education in Information Technology Education – Graphic Design Technology, (Cum.) GPA, 3.38
SANTA FE COMMUNITY COLLEGE, Gainesville, Florida, Spring-Summer 2003

PROFESSIONAL EXPERIENCE

Electronic Arts – EA Sports Tiburon (temporary / contract), Orlando, Florida
Environment Modeler – Tiger Woods PGA Tour 11 Next Gen Consoles, Oct 2009-April 2010

- Placement of environment assets to match real world golf courses.
- Animation of camera flybys from tee to greens and beauty shots.
- Modeling and texturing of in game environment assets.

SUPERIOR TECHNICAL RESOURCES, INC./GENERAL DYNAMICS (contract), Orlando, Florida
Visual Media Specialist, Jul 2008-Sept 2009

- Modeled and textured assets for use in Interactive Media Instruction (IMI).
- Created and input graphic content for IMI.
- Modeled and textured low poly assets for use in real time GPS application.

TAC SECURED/GENERAL DYNAMICS (contract), Orlando, Florida
Graphic Design Specialist, Mar 2008-June 2008

- Created and input graphic content for Interactive Media Instruction (IMI).
- Created marketing and information materials promoting company services and products.
- Modeled and Textured low poly assets for use in NAVY Littoral Combat Ship (LCS) simulation.

SKILLSTORM/UNITECH (contract to hire), Orlando, Florida
3D Artist/Multi-Media Developer I, Feb 2006-Feb 2008

- Modeled and textured low poly assets for use in Perspective Based Learning (PBL) video game training.
- Created 3D assets for Navy, Army, and Custom Border Patrol Interactive Media Instruction (IMI)/Computer Based Training (CBT)
- Composited and edited video for Navy IMI/CBT and ITSEC 2006 product presentation of MILES Combat Vehicle System.
- Created 3D concept models for Unitech booth at 2006 & 2007 ITSEC convention.

- Used low poly modeling and normal mapping to create 3D assets for real time game based training.
- Worked independently with minimal supervision assisting out of state office team members using E-mail & instant messaging to coordinate 3D asset production resulting in on-time, high quality end product.
- Created 2D graphics for IMI/CBT training and company marketing concepts.
- Documented design specifications, tested visual attributes, and generated requirements for 3D designs.
- Programs included 3DS Max, Photoshop, After Effects, Premiere, Illustrator, Word, Excel and Outlook.

COMMERCIAL TRAINING SOLUTIONS, Ocoee, Florida

Freelance 3D Artist,

Jan 2006

- Created 3D assets for construction training media for cinematic and real-time application.
- Programs included LightWave 3D and Photoshop.

WOLFHOUND STUDIOS, Longwood, Florida

Freelance 3D Artist,

Aug-Sept 2005

- Modeled, animated, textured, lip-sync for startup children's television show using LightWave 3D and Photoshop.

DAVE (Digital Animation & Visual Effects) SCHOOL, Orlando, Florida

Teaching Assistant,

July-Sept 2006 / July-Sept 2005

- Instructed students regarding 3D modeling, texturing, animation and other Block One curriculum.
- Performed administrative duties such as documenting attendance, assembling training materials, and grading quizzes/tests.
- Programs included LightWave 3D, Photoshop, After Effects, Premiere and Encore.

DAVE (Digital Animation & Visual Effects) SCHOOL, Orlando, Florida

3D Artist,

April-June 2005 / Dec 2005

- Modeled, animated, textured, and created particle effects for the *DragonFellow* short for animatic and final production phases.
- Animation Lead during final production phase for several shots.
- Programs included LightWave 3D, Photoshop and After Effects.

RENAISSANCE PRINTING, Gainesville, Florida

Customer Service/Network Specialist,

Oct 2002-May2004

- Customer service agent in high multi-task printing environment.
- Performed desktop publishing, accepted, evaluated, printed, copied, collated, bound, laminated, and shipped various customer work orders and in-house projects.
- Performed cash register sales for walk-in, account and non-account holding customers, and assisted counter personnel with their duties.
- Programs included Quark, Pagemaker, InDesign, Photoshop, Illustrator, Word, Excel and Outlook.

BELL SIGNS, INC., Panama City, Florida

Marketing Designer,

June 2000-Nov 2001

- Produced presentation art to fit various sign designs for national and local market clients.
- Created Designs according to customer specifications and included creative elements when prudent.
- Assembled promotional material such as information binders and multi-media CDs.
- Maintained department scheduling logs and other requirements during manager absence.
- Programs included CorelDraw, PhotoPaint, Word, Excel and Outlook.

SPECIAL ACKNOWLEDGEMENTS

- Featured in LightWave 3D Group Interview *DragonFellow: Making of a 3D Fable*.
- Recipient of the 2006 Bronze Telly Award for production work on the short film *DragonFellow*.
- Recipient of the 2006 Silver Telly Award for Animation on the short film *X-Men: DarkTide*.