

EDUCATION

Brigham Young University, Provo, Utah | August 2000

B.A. in Design

- ⌘ Completed studies in graphic design, web design, illustration, 3D and 2D design, 3D modeling, color theory, composition, sculpture, animation,
- ⌘ advanced Photoshop, interior design and photography

EXPERIENCE

Production Artist-Designer

digEcor Springville, Utah | April 2005-Present

- ⌘ Design all corporate and collateral materials for all aspects of the company – brochures, websites, tradeshow graphics, 3D models, animations, corporate identity, Flash banners and more
- ⌘ Create marketing materials for parent company, Wencor
- ⌘ Integration of movies and graphics in the digEplayers

Designer and Production Artist

Emerald Forest Studios, Spanish Fork, Utah | April 2003-2005

- ⌘ Design and layout of printed materials and websites
- ⌘ Video compositing, motion graphics, and 3D graphics
- ⌘ VR Photography of Stills and Environments
- ⌘ Audio recording and editing

Designer

Lewis Studio Design, Orem, Utah | Dec 2002-Present

- ⌘ Design and layout of web and print graphics
- ⌘ 3D Modeling and Animations
- ⌘ Photography

3D Model Maker

Booth Management Assistants, Salt Lake City, Utah | April 2002-Dec 2002

- ⌘ Built 3D architectural models to scale
- ⌘ Created graphics for models
- ⌘ Worked within a team setting to meet deadlines

Graphic Artist & 3D Model Maker

Kinateder & Associates, Springville, Utah | April 2000-January 2002

- ⌘ Created layouts for print materials and logos
- ⌘ Built 3D architectural models according to blueprint specifications
- ⌘ Created computer generated 3D models of architecture and exhibits

SKILL SET

Experienced with Mac and PC

- ⌘ Proficient with Adobe CS4 Suite, Lightwave 3D, After Effects, Maya, and Modo.
- ⌘ Also experienced with AutoCad, 3D Studio Max and Final Cut Pro.
- ⌘ Skilled in digital and film photography and supervising photo shoots.

