

J. Moorman

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OBJECTIVE I am currently searching for a full-time career in the gaming industry. I plan on working diligently and hard to prove my worth in a business atmosphere.

Target Job Title: 3D Animator

Location: Austin, TX

Date of Availability: Now

EDUCATION 5/2005 Savannah College of Art and Design Savannah, GA
Bachelor of Fine Arts in Interactive Design and Game Development.

EXPERIENCE 3/2005 – 4/2008 Eternal Silence 2 (Half Life Source) Cape Coral, FL
Animator

- Rigging/Weighting 1st person rigs
- Rigging/Weighting both working character models
- Animated 70-80% of the game's 1st person weapon cycles
- Finalized and revamped every weapon cycle animation
- Consistently worked on animations as the mod's only animator to join the team at the beginning of development and stay until completion while maintaining a 60 hour work week

1/2005 – 3/2005 Cartoon Combat (Torque Engine) Savannah, GA
Game Artist

- Concept Design for a vehicle
- Modeling/Texturing for the vehicle, and a giant baby
- Rigging/Animation for the giant baby

9/2004 – 11/2004 Zombie Food Games (Macromedia Director) Savannah, GA
Project Lead Animator

- Conceptualized, approved, finalized, and tweaked all character animations
- Concept Design and modeling for armor of a full playable race

WORTHY OF NOTE Spring/Fall 2004, Winter 2005 Dean's List Savannah, GA
March 2005 Honorable Mention – "Imped!" GDC, San Francisco
May 2003, May 2004 SCAD Interactive Show Savannah, GA
May 2003 "Vernissage" - Int. Exhibition Lacoste, France

OTHER EXPERIENCE 2/2006 – Present The Hertz Corporation Cape Coral, FL
Location Manager

- Overseeing the management of the entire branch and its employees
- Sales, Marketing, Profit Growth, and Fleet Management
- Bookkeeping, Payroll, Filing, and Data Entry
- Heavy Customer Service
- "Best of the West" 8 months in a row - Most productive Assistant Manager in entire region of West Florida (120+ employees)

I have kept a steady work record since the age of 14 and will provide experience upon request.

SOFTWARE 3D Studio Max (and Character Studio), Maya, Softimage XSI, UnrealED, Adobe Photoshop, Adobe Illustrator, Adobe Premier, Adobe After Effects, Macromedia Director

SKILLS Character rigging and animating, Motion Capture cleanup, Low and high poly modeling, UV mapping/unwrapping and texturing, Level design, Concept design, Traditional fine art, 2D animation, Photography