

Richard Carlton

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A creative and motivated 3D Modeler, Designer, and Environment Artist with proficient work experience in production environments, with strengths including:

- Over 5 years work experience in 3D Modeling and Graphic Art.
- Knowledge of a variety of 2D and 3D programs and processes.
- Great team player; experience working in and leading a team in a production setting.

Work Experience

Current:

Art Department Project Lead: March 2010 – Present

DiSTI; Orlando, FL

- Leading a team of 3D artists in the production of realtime virtual training software for a variety of clients. Work includes high and low poly 3D modeling, texturing, and animation. Responsible for day-to-day operations within Art Department projects.

Past:

Graphic Artist: May 2009 – Feb 2010 (promotion)

DiSTI; Orlando, FL

- 3D modeling and graphics work for realtime training simulations. Wide variety of both high and low poly modeling; including interactive components, as well as developing texture and shader networks for real-time optimization.

Junior Media Artist: August 2005 – May 2009

NAVAIR Orlando; Orlando, FL

- 3D modeling: environments and vessels; 2D texturing work. Part-time position.
- Production environment; experience in meeting deadlines and teamwork

Education

College:

- **B.A., Digital Media: Visual Language;** May 2009 - Magna Cum Laude.

University of Central Florida; Orlando, FL

- Part of intensive, team production setting for animated film.
- Created senior project movie, *Atlas' Revenge*; team of 25 students.
- Named **Assistant Director**, the highest honor for a student.
- Studied Abroad in Edinburgh, Scotland; Summer 2007
- **Edinburgh College of Art**

High School:

- Attended **Lyman High School** in Longwood, FL
- *Institute for Engineering and Technology* magnet program
- Specialization in Computer Animation

Accomplishments

- Created animated sequences for independently-produced documentary, **The Groundwater Up Project**.
- Graphic design work for **over 60 musical acts** through nonprofit design company.
- Animation featured at **2005 I/ITSEC Conference** in Orlando, FL at Future Leaders Pavilion.
- Named **Assistant Director** for student production - Fall 2008.
- Chosen as **Treasurer** of **UCF SIGGRAPH Chapter** in Spring 2008.

Software Proficiency

- 2D design:
 - Adobe Creative Suite
- 3D experience:
 - Autodesk Maya
 - Autodesk 3D Studio Max
 - Maxon Cinema 4D
 - Pixologic ZBrush

Other Skills

- Video Editing
 - Final Cut Pro, Adobe Premiere
- Motion Graphics
 - After Effects, Motion
- Compositing
 - Shake, After Effects
- Audio Editing