

Richard Carlton

2632 Deryshire Rd.
Maitland, FL 32751
Phone: 407-492-8350

Email: richardcarlton@gmail.com
Website: www.richardcarlton.net

A creative and motivated CG Modeler and Designer with proficient work experience in production environments, with strengths including:

- Over 4 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 team production setting.
- Open and available to relocate.

Work Experience

Current:

Graphic Artist: May 2009 – Present
DiSTI; Orlando, FL

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

Past:

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

Intern: January – May 2005
NAVAIR Orlando; Orlando, FL

- 3D modeling, texturing, and graphics work.

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
 - Studied Abroad in London, England; Summer 2005
 - *FSU International Studies Program*

Accomplishments

- Logo and shirt designs 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 Photoshop
 - Adobe Illustrator
 - Adobe Flash
 - Corel Painter
- 3D experience:
 - Autodesk Maya
 - Autodesk 3D Studio Max
 - Maxon Cinema 4D

Other Skills

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