

RICHARD CARLTON

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A creative and motivated Graphic Artist specializing in 2D, 3D, and Visual Development art. Extensive work experience in production environments, with strengths including:

- Over 6 years work experience in Art & Design.
- Strong leadership qualities and experience
- Teamwork skills; good at working with people.
- Strong organizational and communication skills.
- Knowledge of a variety of production software.

WORK EXPERIENCE

Current:

Sr. Graphic Artist: May 2009 – Present

DiSTI; Orlando, FL

- Leading a team of 3D artists in the production of graphic and 3D model assets for clients.
- Work ranges from high-detail, high-poly modeling to low-poly optimization for real-time software.
- Relevant experience gained:
 - Leading teams of artists to meet business and client needs
 - Experience dealing directly with clients
 - Experience in business travel

Past:

Junior Media Artist: August 2005 – May 2009

NAVAIR Orlando; Orlando, FL

- 3D modeling: environments, instrument panels, and vessels.

3D Art Intern: January 2005 - May 2005

NAVAIR Orlando; Orlando, FL

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 short film, *Atlas' Revenge*; team of 25 students.
- Named **Assistant Director**, the highest title for a student.

Other:

- Studied Abroad in Edinburgh, Scotland; Summer 2007
 - **Edinburgh College of Art** (studied Art and Photography)
- Graduated from a High School with a magnet program
 - Specialization in **Computer Animation**.

ACCOMPLISHMENTS

- Student film, *Atlas' Revenge*, took first place in the **2010 SIGGRAPH SpaceTime Student Competition**.
 - First place in Industry Animation category.
- 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, *Atlas' Revenge* - Fall 2008.
- Chosen as **Treasurer** of **UCF SIGGRAPH Chapter** in Spring 2008.

SOFTWARE PROFICIENCY

2D

- Adobe Creative Suite
 - esp. Photoshop & Illustrator
- Corel Painter
- CrazyBump

3D

- Autodesk Maya
- Autodesk 3D Studio Max
- Maxon Cinema 4D
- Pixologic ZBrush

MOTION GRAPHICS

- Adobe After Effects
- Motion

VIDEO

- Adobe Premiere
- Final Cut Pro

COMPOSITING

- Apple Shake
- Adobe After Effects