

Dustin Simpson

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SUMMARY OF QUALIFICATIONS

- CG artist highly skilled at replicating models from reference including: Humans, quadrupeds, clothing, props, as well as vehicles and environments
- Adept at working with both high and low resolution models
- Strong knowledge of UV layout and texturing techniques.
- Hard worker, with excellent teamwork skills and a strong desire to succeed in the CG field.

EDUCATION

Full Sail Real World Education

Bachelor of Science in Computer Animation

August 2007

Associate of Science Degree in Computer Animation

October 2006

Butler Community College

Associate of Applied Science Degree in Multimedia

2005

SOFTWARE/PLATFORMS

- Maya
- Photoshop
- Zbrush
- 3Dstudio Max
- Unreal Editor
- Flash
- Lightwave
- Dreamweaver
- Actionsript
- HTML
- Pinnacle Cart
- Javascript

EXPERIENCE

Jan 2008-Present Exploration Place Wichita, KS

Web Developer/3d Artist

Maintain museum website and online store while utilizing Flash and 3DS Max, to create original, interactive media and assorted display content for use on website and inside museum.

Jan 2009-May 2009 Last Straw Games Brooklyn Center, MN

3D Artist Intern

Responsible for creating assets of varying types from concept. Process includes creating hi / lo resolution models, uv layout, normal map creation and texturing.

Sept 2006-Present Fullsail Winter Park, FL

3D Artist Intern

Developed archive of decos and decals as well as tileable textures and detail textures. Worked closely with art lead to create optimized assets for demonstrations. Constructed several high quality environment assets.

2003-2005 Butler Community College El Dorado, KS

Web Technician

Modeled campus for use in interactive tour using Lightwave, created logo animation for use on promotional CD using Lightwave, and maintained website content using Dreamweaver.