



CONTACT INFORMATION

PERMANENT

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ELECTRONIC

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OBJECTIVE

To obtain a creative position that will not only utilize my past academic experiences, but also build upon them and provide the room for professional growth; a position that will expand upon my array of technical skills and provide new and exciting challenges on a daily basis.

EDUCATION

The Art Institute of Pittsburgh

Bachelor Degree of Science in Game Art and Design
Completion of Degree: June, 2009

Graphics Conventions

SIGGRAPH 2005 (July 31st- August 4th), 2008 (Aug 11th-16th)

SKILL SETS

3D Modeling/Production and Level Design – Autodesk 3ds Max, Character Studio; Unreal Engine; RealFlow
2D Design and Video Editing/Post Work – Adobe Photoshop; Premiere; After Effects; Dreamweaver
Other Computer Skills – Microsoft Office Suite; JAVA; HTML and CSS (self-taught with solid understanding)
Currently Self-Teaching In Free Time – Autodesk Maya; Pixologic ZBrush; C++
Other – Solid freehand drawing skills. Ability to quickly learn new software packages through instruction and personal exploration. Ability to read and understand blueprint drawings as well as utilize drawings on location. Working knowledge of Adobe Flash.

EXPERIENCE

Production

Infojocks Sports Graphics
Nov 2009 – Current

Web Development Intern – Properly organizing and adding comments to existing HTML/CSS coding. In the process of helping to develop new site features and functions, as well as new product art.

St. Paul's Lutheran Church
Phase 1: Oct – Dec 2008

Producer – Personally created virtual reconstruction of sanctuary building for the church as a remembrance piece since the current building will soon be demolished. Created in both 3ds Max and the Unreal Engine.

Mechanical Studios
R&D Intern
April – Sept 2008

Lead Texture Artist | Lead Level Design – Developed group-education game prototype for the Carnegie Museum of Pittsburgh which featured interactions with prehistoric animals. Assisted in directing project and wrote game design documentation. Head texture artist for props and lead indoor level designer.

Art Institute of Pittsburgh Course
Oct – Dec 2007

Producer | Environment Design Lead | Animator – Directed a team with the goal of creating a production quality, still-frame animation. Created level environment and props and also animated characters.

Sci-Fi Channel via AiP
July– Sept 2007

Lead Animator | Assistant Environment and Prop Design – Produced television-quality 1 minute animated short to possibly be used by the client as a promotional commercial. Directed animation production and created all character animation. Created special effects using fluid dynamics.

Work History

Alpha Insulation Service
June 2003 – Current

Insulation Engineer (Apprentice 2003-Current) – Installed insulation for pipes, air ducts and large tanks in a live construction environment. Worked both alone and under the direction of a superior mechanic.

Office Intern | Price Estimation (2006-Current) – Took off piping footages on blueprints for prospective jobs in order to calculate job costs for a pricing offer. Gained valuable experience in a business environment.

American Eagle Outfitters
Nov 2004 – Jan 2007

Sales Assistant and Register Engineer (2004-2007) – Assisted customers with locating and obtaining merchandise and provided general customer service based on the AEO customer service directive. Operated cash register machine to finalize sales and provided a last line-of-defense to build upon sales and make customers aware of possible discounts and savings.

Stock Dept Assistant/Head (2005-2007) – Assisted in managing adequate stock numbers and organization both on the sales floor and in the stock room. When department head, I prepared stock for seasonal sales floor changes, based on company mandate. Directed and built, in conjunction with store manager, seasonal overnight floor-set changes. Personally responsible for receiving and distributing cleared shipments from management, maintaining stock on and off the sales floor and yearly inventory. Please note that this was NOT a management position.

MEMBERSHIPS | HONORS

Active Member – Association for Computing Machinery, International Game Developers Association
Accepted to the Student Volunteer Program at SIGGRAPH 2008 and 2009

REFERENCES

Furnished upon request.

WORK EXAMPLES

www.JiveFincher.com