

**Career Objective** To obtain a position in the graphics field developing 3D models for films or games

**Summary of Qualifications**

**3D Modeling/Animation**

- Strong knowledge of Alias Maya, Wings 3D, Hexagon, Silo
- Taught "Introduction to 3D modeling with Maya" classes

**Software Engineering**

- Well-versed in C, C++, C#, Java, Smalltalk.
- Adept development environments including: Unix/Linux terminal, Microsoft Visual Studio .NET, Borland JBuilder, Java Netbeans, and Eclipse
- Main area of study in graphical user interfaces, computer graphics, and computer animation
- Worked on team projects following software engineering design patterns
- Programmed user interfaces for UNIX and Windows environments with FLTK, and AWT

**Internet**

- Well-versed in Adobe Photoshop, Illustrator, PageMaker, Acrobat, GoLive, and Premiere, Macromedia Dreamweaver, and Flash, as well as QuarkXpress
- Created graphics including images and animations for website design
- Fair knowledge of XML, XHTML, XSL, HTML, JavaScript, and PHP

**Education**

**Bachelors of Science in Computer Science**

December 2005

University Of Illinois at Chicago

Relevant coursework includes:

Operating Systems	Data Structures I & II	Computer Architecture I & II
Discrete Math	Languages and Automata	Computer Presentations
Software Design	Computer Networking	Database Systems
Computer Vision	Distributed Computing	3D Art and Design
Computer Graphics	Real Time Computer Visualization	Advanced Computer 3D Art and Design
Visualization Research		Object Oriented Languages and Environments with Design Patterns

**Work Experience**

2002 to Present

**Undergraduate Research Programmer/Modeler/Administrator**

John Bell, Chicago, IL

- Purchased, configured, and installed new and recycled hardware systems following departmental procedures, maintaining standards for system computability
- Built, maintained, and repaired computer systems and networks
- Developed a department website using xhtml covering cross browser compatibility
- Developed framework of a general purpose, public use virtual reality engine written in c++.
- Developed C# tools for import/export to virtual reality software.

2004 to 2005

**Campus Computer Consultant**

ACCC - UIC, Chicago, IL

- Technical support for lab users
- Phone support for hardware and software supported by the campus

2004 to 2005

**Undergraduate Research (Electronic Visualization Labs)**

Tom Moher, Chicago IL

- Developed 3D models to be used for research

1999 to 2004

**Technical Service Writer**

CompUSA, Highland Park, IL

- Rapidly assessed the necessary repairs to customer machines
- Configured and constructed machines to suit customers
- Repaired and upgraded customer machines software and hardware