

SEAN REILLY MODELING + TEXTURE ARTIST

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OBJECTIVE

To be a valuable asset to a team, make use of my current technical and artistic skill set, and to further develop my skills and knowledge of 3D.

EXPERIENCE

Oakley Inc. 10/2005-current Foothill Ranch, CA
3D/2D Production Artist-
-Surfacing, lighting, and rendering eyewear with
AutoDesk Maya and Mental Ray
-Image manipulation and photo retouching with Photoshop

EDUCATION

10/2004- 03/2007 **The Art Institute of California- Orange County**

Bachelors of Science in Media Arts and Animation

-GPA 3.5
-Dean's list and Honors list
-Emphasis in Organic and character modeling

Fall 2002-Spring 2004 **University of Dubuque** Dubuque , IA

Computer Graphic Design/ Interactive Media

-Dean's list four consecutive semesters

TECHNICAL SKILLS

AutoDesk Maya	Photoshop	Microsoft office
Zbrush	Illustrator	Mac and PC platforms
Mental Ray	After Effects	
Bodypaint	Flash	
AutoDesk 3dsMax	Audition	

INTERESTS

Sculpting, life drawing, snowboarding, skateboarding, reading, photography, cooking, language, travel