

**Richard Amidon**

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Portfolio: [Http://www.3rd-Axis.com](http://www.3rd-Axis.com)

## OBJECTIVE

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To secure a position as a 3d modeler, Environment Artist, Graphic Designer

## SOFTWARE

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3dStudioMax , Lightwave3d, Maya, Modo, Zbrush2, Photoshop, After Effects, Premiere, Illustrator, Dreamweaver., Flash

## EXPERIENCE

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June 2008 – August 2010 N-Space <http://www.n-space.com>

*(Environment Artist/World Builder)*

- Create 3d environments including an assortment of props along with creating UV textures
- Software used, 3ds Max, Photoshop
- Work in an open team environment contributing ideas while meeting milestone deadlines

### Shipped Titles:

- **Hannah Montana: The Movie Game** (DS)
- **Call of Duty Modern Warfare: Mobilized** (DS)
- **Call of Duty: Black Ops** (DS)

January 2002 - June 2008 News 14 Carolina <http://www.news14.com>

*(Graphic Designer)*

- Created graphics using Adobe Photoshop, After Effects, Illustrator, Premiere, Flash
- Proficient in Photoshop, Illustrator, Premiere, After Effects, Lightwave3d and Flash
- Work in a team setting meeting deadlines for graphic assignments.

## EDUCATION

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2002 - 2003 School of Communication Arts, Raleigh, NC

- Learned to model and animate using Maya 4, 4.5 and 5.
- Created projects that included animations, models, and textures in group and independent settings.
- Learned skills to improve storytelling and communication.
- Learned character rigging, modeling and animation.
- Created personal 3d animated short story