

Joseph William Schmoe

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OBJECTIVE: Digital Artist and Animator

QUALIFICATIONS:

- Software- Strong knowledge of 3D Max, PhotoShop, Unreal Game Engine
- Bilingual – Spanish/English – Excellent communication skills
- Traditional sketching skills
- Valid Driver's license. Clean driving record.

RELEVANT EXPERIENCE:

- Student Trainee (2011 – Current), SoCal ROC, Torrance, CA
- Team Member – Target (2011 – Current) - Assisted in set up of POP displays and stocking merchandize.

EDUCATION:

- The Southern California Regional Occupational Center, Torrance, CA – (2011-Current). Completed classes in the 3D Animation Department including: 3D Character Design, Intro to 3D Video Game Design and Advanced Video Game Design.
- South High School, Torrance, CA – Currently enrolled in General Studies. Completed Art I and II. Participated on football team and debate team.
- Portfolio/Reel available on request or on the web at wwwschmoeArt.com

ADDITIONAL EXPERIENCE:

- Won 1st Place Award for 3D modeling at SoCal ROC
- Avid video game player
- Currently writing a fantasy 3D video game scenario based on my own concepts