

JOSHUA WYZYKOWSKI

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CG ARTIST

<http://www.joshwyzkowski.com/>

Adept in 3D art including animation, modeling, surfacing, and lighting as well as traditional art including digital painting and drawing (figure/anatomy and Visual Development). Adept in Graphic Design particularly in packaging, brochures, logo design and motion graphics. Highly skilled in multiple 3D software with strong working knowledge of the following:

- Autodesk Maya
- Pixologic Zbrush
- Adobe Creative Suite (Photoshop, Illustrator, Premiere, After Effects, InDesign)
- Corel Painter 11
- Mental Ray
- Pixar Renderman

RELEVANT EXPERIENCE

Afterglow Studios, Dec 2013 – March 2015

3D Generalist – Full - Time

- Worked as a 3D Generalist for advertising and film industries.
- Worked as a Motion Graphics artist.
- Responsible for repeat business from our largest client.
- Successfully managed co-workers to ensure quality deliveries
- Communicated well with clients and applied their input on many successful projects ensuring their satisfaction
- Responsible for all aspects of the animation pipeline including modeling, texturing, animation, lighting, rendering, compositing and rigging, being completed exceptionally and on time.
- Used many different programs to achieve success on several different projects.
- Demonstrated excellent organization and multi-tasking abilities with little supervision.

3D Creative Factory, Sept 2012 – August 2013

Animation Director – Full - Time

- Worked as a 3D Generalist for Medical Animation.
- Proficient in taking information from professors and make sure that the animations were scientifically and medically accurate.
- Created exciting educational animations for College websites and had students praising it, claiming it was easier and more exciting to learn from.
- Successfully managed co-workers to ensure quality deliveries.
- Communicated well with clients and applied their input on many successful projects ensuring their satisfaction.
- Responsible for all aspects of the animation pipeline including modeling, texturing, animation, lighting, rendering, compositing and rigging, being completed exceptionally and on time.
- Demonstrated excellent organization and multi-tasking abilities with little supervision.

ProLogue Films, Jan 2012 – August 2012

3D Generalist – Contract Assignment

- Involved in the creation of CG Art including: Modeling, Lighting, Animation, Texturing and Compositing for feature film & television.
- Designed final concept art for monks, and created the final 3D models and textures
- Projects include (modeling & texturing): Jack the Giant Slayer and American Horror Story: Freakshow.
- Worked well under pressure with tight deadlines.
- Was trusted in my skillset to help with various disciplines, other than modeling and texturing, within the animation pipeline including, animation, lighting, and compositing for feature film and television.
- Communicated well with co-workers to ensure a successful project.

3M Automotive Division, Feb 2011 – June 2011

Graphic Design – Contract Assignment

- Designed the packaging montages for 3M's automotive division.
- Worked with various software programs to pull files and ensure montages were designed correctly and efficiently.
- Worked with various supervisors, multi-tasking deadlines to ensure a quality final product.

Pro Media Productions, April 2010

Character Animator – Contract Assignment

- Contract assignment transforming computer animations into 3D/Stereoscopic videos.
- Created animations to test a new 3M holographic film.

Flurry Animation Studios, Oct 2009 – Dec 2009

Character Animator – Contract Assignment

- Contract assignment animating characters for The Read and Share: Children's Bible
- Animated 400 frames/week while keeping the quality of the animated series up to par with Flurry standards.
- Was able to multi-task efficiently while working under pressure, learning the pipeline with tight deadlines.
- Proficient in communicating with co-workers in various disciplines such as modeling, texturing, rendering, to aid in the success of the final product.

ADDITIONAL EXPERIENCE

Wells Fargo Home Mortgage, June 2010 – Jan 2011

Loan Processor/Closer

- Process and close mortgage loans for Wells Fargo Customers
- Perform extensive data entry and various administrative duties.
- Received 5 out of 5 on customer surveys showing 100% satisfaction for providing excellent customer service.
- Made and received a high volume of phone calls to keep customer informed of the refinance process.
- Was promoted to a closer in my first 2 months of work
- Had to request and gather all required documentation and review with attention to detail before handing over to Underwriters
- Had to work with multiple parties including lawyers, bankers, underwriters, closing agents, and borrowers to make sure loan process was completed

EDUCATIONAL BACKGROUND

RINGLING COLLEGE OF ART AND DESIGN – Sarasota, FL

Graduated May 2009

- B.F.A. in Computer Animation.
- Awarded Best of Ringling 2005.
- Was voted into a Resident Assistant position where I was responsible for checking students in/out, organized the football club to bring students together in a fun and much needed break from school work, had to attend weekly meetings with other Resident Assistant's to discuss upcoming events and how we could improve on previous ones.
- Leader in F.O.C.A.S. (fellowship of Christian art students).
- Published in the book "Ringling 100."