**Joshua Wyzykowski**

Minneapolis, MN  joshwyz@gmail.com 952-237-0796

**CG Artist**

<http://www.joshwyzykowski.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

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|  | **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.

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|  | **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

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|  | **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.”