

Gary J. Smith

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Computer Expertise

Adobe CS4 Flash, Photoshop, Illustrator, Dreamweaver; Autodesk 3ds Max; OGREmax;
HTML, CSS

Professional Experience

General Artist

Blacktop Studios, Inc.

December 2009 – Current

- Produce and revise concepts of terrestrial creatures and firearms
- Design, model, and texture 3d assets for in game use
- Collaborate with team leadership to design an appropriate look for user interface

Web Content Manager

Omnitec Solutions, Inc.
Alexandria, VA

November 2009 – February 2011

- Update and maintain content on Defense.gov
- Responsible for gathering, cropping, color-correcting, and uploading compelling images for the homepage slideshow
- Create promotional graphics for events broadcasted on Pentagonchannel.mil and monthly specials to be featured on the homepage
- Accountable for the approval of submitted DOD and Social Media registered sites
- Apply web design and development skills in the creation of special web elements and pages

Flash Animator/3D Modeler

Gromelskis & Associates, Inc.
Lockheed Martin Contract
Manassas, VA

September 2007 – October 2009

- Gathered resources to create accurate models, including taking reference photos of the units, and conferring with Subject Matter Experts and engineers
- Created 3D models of SONAR units using 3D Studio Max
- Built Flash animations to demonstrate operation of SONAR units and software procedures
- Integrated 3D assets into Flash animations
- Maintained shared library of reusable assets to streamline workflow
- Ensured Flash assets reflect normal operating conditions on equipment

Graphic Specialist

Smitties Classy Chassies

Bluemont, VA

September 2006 – September 2007

- Developed alternate company logo
- Edited digital images for advertising purposes
- Designed shop posters
- Designed corporate t-shirt

Education

The Art Institute of Washington, Arlington, VA

Bachelor of Fine Arts in Media Arts and Animation

June 2007

Skills

- Currently have an active Secret clearance
- Efficient high poly hard surface modeling
- Low poly modeling
- Material/shader creation and texturing
- Computer-based training (CBT) animations
- Image editing
- Identity and logos
- Website/user interface design