

ZACHARY GILES, MFA

Professional Summary

Experienced 3D artist with a more than eight-year history of seeing projects from conception to completion. Adaptable with a passion for modeling and advanced shader development with the cross-training necessary to work as a flexible team member. Able to work creatively with little oversight, while also staying within the constraints of a specific project.

Software

Primary: Autodesk Maya, Adobe Photoshop, Adobe After Effects, Adobe Premiere, Geomagic, Z+F Laser Control

Secondary: Unity Game Engine, Autodesk Mudbox, Adobe Audition, Adobe Encore, Final Cut Pro, MEL Scripting (Maya), C, C++, HTML

Experience

Forensic 3D Animation Generalist 8/2008 - present

Visual Sciences, Inc.; Raleigh, NC

- Responsible for 3D forensic recreations from start to finish including modeling, texturing, animation, rendering, and video editing.
- Collaborate with engineers to reproduce physically accurate accident recreations.
- Use Z+F laser scanner to create point clouds to precisely reproduce detailed environments and objects.
- Work efficiently to meet client deadlines and budget constraints.
- Management of multiple ongoing projects.

Graduate Assistant, Graduate Film and Animation Core 4/2007 - 5/2007

Teaching Assistant, Adobe After Effects 3/2007 - 5/2007

Teaching Assistant, Maya Dynamics 9/2006 - 11/2006

Teaching Assistant, Anatomical Drawing for Animators : 9/2006 - 11/2006

Rochester Institute of Technology; Rochester, NY

- Facilitated student learning by helping with problems and questions during lab classes.
- Collaborated with instructor on curriculum decisions.
- Presented to the class on aspects of Maya, including dynamics and UV mapping.

3D Animation Intern 4/2004 - 8/2004

Adventures of the American Mind; Asheville, NC

- Created 3D content for online interactive presentations for home-schooled children.
- Researched and modeled historical airplanes for an interactive lesson about the Wright Brothers.
- Created 3D version of "Edison's lab" as well as a kinetoscope and phonograph for use in a lesson on Thomas Edison.
- Assisted with creation of new website by proofreading lessons and editing HTML, to ensure a pleasant user experience.

Education

Rochester Institute of Technology 2004 - 2008; *Rochester, NY*

Masters of Fine Arts, 3D Computer Animation

Graduating GPA 3.9

Short film "A Crushing Dilemma" featured in the May 2005 RIT Honors show

University of North Carolina at Asheville 2000 - 2004; *Asheville, NC*

Bachelor of Arts, Multimedia Arts and Sciences

Minor in Mathematics

Graduated with Departmental Distinction, 3.4 GPA

Western North Carolina Leadership Scholarship, Flora Royal Johnson Scholarship, Boren Scholarship

Dean's List 2000-2004

whoiszach.com

zachgiles@gmail.com

Durham, NC

919.638.2319