

Paul Stephenson

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EMPLOYMENT HISTORY:

Bally Technologies

Title: 3D Artist III

Full-Time: 3/2008 - Present

Job Duties:

Design and create 3D models and animation for casino game platforms. Develop game schemes for future 3D game development.

Karavan Developments

Title: Modeler/Animator/Texture Artist

Contract Work: 01/1988 - 06/1998

Job Duties

Modeling and animating 3D models for a children's educational movie short, creating 3D characters, animal, villages, environmental settings indigenous to the Middle-East, creating and maintaining a texture library, developing special-effects shots: Wind (ranging from a slight breeze to a rainstorm), Particle effects and Cloth

Dreammation Inc.

Title: Modeler/Animator/Texture Artist

Contract Work: 11/2005 - 01/2006

Job Duties:

Modeling and animating 3D models for a feature children's television show. Develop a custom textured library; textures ranging from toon-Shading, realistic quality, and animating textures. Responsible for: configuring and maintaining Mental Rays' lighting rendering system. Assisted in the creating the scene storyboards. Responsible for the integration of the characters sound and dialog: Lip-Syncing.

Magique Productions Inc.

Title: Lead Modeler / Animator. Graphic Artist

Location: Las Vegas, Nv

Contract Work: 11/2000 - 01/2004

Job Duties:

Responsible for the development of 3D characters, futuristic designs of architectural structures and vehicles.

EDUCATION:

The Art Institute of Las Vegas, Henderson, Nevada Bachelors of Science Degree: Media Arts & Animation.

Community College of Southern Nevada, Las Vegas, NV: AA: Management Information Systems

3D/2D applications:

Autodesk: 3D Studio Max, Maya Unlimited, Alias StudioTools, AutoCad, Combustion, Softimage

SideFX: Houdini

NewTek: LightWave

NextLimit: RealFlow

Adobe: Photoshop Illustrator AfterEffects, Premiere Pro, Flash, Dreamweaver

Rendering Software: Splutterfish Brazil, Mental Ray, Maxwell Render,

Programming Knowledge:

C++, Visual Basic, Mel Script, Assembler