

Paul Stephenson

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EMPLOYMENT HISTORY

WardenCliff Inc.

Title: 3D Mechanical Visualization

Freelance: 8/2008-Present

Job Duties:

Model and animate mechanical component and component. Create a visual demonstration explaining the principle functionality of the external and internal processes. Create feature high-definition rendered stills and animations.

Bally Technology

Title: 3D Artist

Full-Time 3/2008 - 1/2010

Job Duties:

Design and create 3D models and animation for casino game platforms. Develop 3D game schemes for future 3D game development. Create 2D artwork and text illustrations. Create and compose music assets.

Paul Steelman Design Group

Title: 3D Artist

Full-Time 6/2007 - 3/2008

Model and simulate photo-realistic visualization from architectural floor and landscape plans. Model interior and exterior 3D assets from sketched concepts idea or from photographic examples. Creating texture maps for both architectural, interior assets, and natural environments. Construct camera and light rigging schemas. Consult with project managers, architects, and interior designers regarding current and future project directions

Clark County Library System

Title: Computer Lab Assistant

Part-Time 4/2004 - 6/2007

Assist patrons with computer and application usage. Maintain system operations within the computer lab and with other departments. Assisted in training classes for patrons and employees.

Karavan Developments

Title: Title:Modeler/Animator/Texture Artist

Internship 01/1988 - 06/1998

Job Duties

Modeling and animating 3D models for a children's educational movie short. Creating 3D characters, animal, villages, and foliage that is indigenous to the Middle-East. Main responsibility was to create the entire village, including the mountainous and desert surroundings. Created objects and props that would convey and illustration the living style of the mid-1950 early-1960. Responsible for the creation

and maintaining of a texture library. Responsible for developing special-effects shots: Wind, Particle effects, Cloth (interaction with other objects, and environmental conditions.

Dreammation Inc.
Title: Modeler/Animator/Texture Artist
Internship 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 scenes storyboard. Responsible for the integration of the characters sound and dialog: Lip-Syncing.

Group 1 Software

Title: Product Support Engineer
Location: Las Vegas, NV
Employment: 01/1999 - 04/2003

Job Duties:

Provide remote technical support for customized Oracle Database management software. Maintain and create SQL query scripts. Develop continual QA procedures for standardizing C++ coding and debugging.

Community College of Southern Nevada

Title: Computer Systems Specialist
Location: North Las Vegas, NV
Employment: 01/1988 - 06/1998

Job Duties:

Responsible for installing troubleshooting and repairing desktop, laptop systems and network servers, network support equipment: routers and hubs, networked printers, and related peripherals, for the entire college systems on all three campuses.

EDUCATION

The Art Institute of Las Vegas, Henderson, Nevada
Bachelors Degree Fine Arts.

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

Application Knowledge

3D applications:

3D Studio Max, Maya , Softimage, Sidefx Houdini, AutoCad, Combustion, NewTek LightWave
LifeForms 3D Motion Data Software, Curios Labs: Poser, NextLimit: RealFlow

2D Graphics Applications:

Adobe: Graphics Suite, Flash, Dreamweaver, Programming Knowledge: C++, Visual Basic, Mel
Script, Python