

Shane Tobler

3D Artist

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Objectives - Dedicated individual seeking a full-time position as a 3D Artist in a professional working environment. Familiar with Maya, 3D Studio Max, Zbrush, Photoshop, Illustrator, After Effects, and Flash. Proficient with both Windows and Mac. Responsible enough to work independently or with a large group. Looking forward to developing my artistic skills further. My future goals are to mature artistically with a professional community while maintaining a stable career.

Work Experience - **LSI Incorporated** **November 2011 - January 2015**

Graphic Specialist III

Responsibilities:

- 3D graphic work including; modeling, rendering, texturing, lighting, rigging, and animation for F-35 courseware done in 3D Studio Max.
- 2D graphic design in Adobe Photoshop and Illustrator. 2D animation with Adobe Flash and After Effects.
- It is also my responsibility to organize and upload assets into an online media repository.

Rodale Press **January 2005 - March 2006**

Digital Asset Specialist

Responsibilities:

- Management, organization, and archiving of digital assets.
- File processing and delivery throughout company; locally, nationally, and internationally.
- Assisted in the installation and troubleshooting of a digital asset management software package known as TeleScope Viewer.

DJS Forensics **October 2005**

Freelance

Responsibilities:

- Animation adjustments and time scaling.
- 3D Modeling.
- Video output to DVD.

Education - **Bachelor of Fine Arts** - Animation /minor in game design

Savannah College of Art and Design - May 2010

Savannah, GA

Courses of Study Included:

2D and 3D computer graphics, graphic design, art history, game design, 3D modeling, level design, Flash design, and web design.

Associates - Visual Communications

Lehigh Valley College - December 2004

Center Valley, PA

Courses of Study Included:

2D and 3D computer graphics, graphic design, art history, and interactive design.