

Sean P. Roche

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OBJECTIVE:

To obtain a job as a 3D artist

SKILLS

- Maya
- Photoshop
- Excel
- HTML
- Premiere
- Zbrush
- Rigging
- Mudbox
- Flash
- Dreamweaver
- 3D Studio Max
- MEL Script
- Indesign
- After Effects
- Word

EDUCATION

The Art Institute of California-San Francisco

Bachelor of Science, Media Arts & Animation. 12/07

RELATED EXPERIENCE

Nelson Staffing on site at SCEA, Foster City, CA. 06/08 - 12/09

Game Tester

- Test video games looking for any bugs and try to reproduce them
- Ad hoc testing on the Sony PSP®
- Maintain excellent communication with leads to report bugs in games
- Maintain excellent communication with team for knowledge of other bugs
- Write and submit bug reports

Absolutely New, San Francisco, CA. 01/09 - 05/09

Animator/3D Artist

- Animate 3D models of clients' product concepts
- Light, texture and render animations
- Edit animations and add texts and callouts in After Effects
- Take directions, follow and understand storyboards, and meet tight deadlines

Student Production Team, San Francisco, CA. 10/06 - 5/07

"Where's the Remote"

3D Modeler, Lead Special Effects Artist and Technical Director

- Supervise a team to produce short animation
- Create particle effects in Maya and Photoshop
- Use hard surface and organic modeling and rigging to create characters
- Create textures for the models using color, bump and specular maps
- Clean-up and render 3D models

WORK EXPERIENCE

Abercrombie and Fitch, San Francisco, CA. 01/08 - 01/09, 09/09 - Present

Sales Associate and Stock

- Maintain the appearance of the store
- Greet customers when entering and leaving store
- Pull USR's with a low percentage of can't finds
- Prep and run items from USR's and go backs

Copy Central, San Francisco, CA. 04/08 - 06/08

Customer Service

- Work in a fast paced environment to ensure jobs are done correctly and on time
- Answer and write invoices over the phone
- Assist customers in making copies and technical problems
- Run jobs on the Xerox machines and check work for errors