

## Education :

2D-3D Animation technology,  
CCNB Shippagan 2008

## Skills/Programs:

Autodesk 3Ds Max  
Adobe Photoshop  
Autodesk Mudbox  
RH DeepPaint  
Pixologic Zbrush

Adobe After Effect  
Adobe Premiere  
Adobe Flash  
Crazybump  
Ngrain

## Experience :

CFB Gagetown - DND

3D Artist - August 2008 / Present

\*Modeling/Texturing of different army vehicles, weapons, equipment and soldier.

\*Worked with VBS2 engine to implement vehicles in VBS2 game.

\*Team organization through weekly meetings and forum discussions