Brian Rooney

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Work Experience

-LOCKHEED MARTIN
MULTIMEDIA DESIGN ENGR SR

- Experience modeling, texturing, lighting, rigging, and animation.
- Responsible for creative development, design and execution of original and innovative artwork for a wide range of progressive print and digital design products.
- Designs and develops multimedia applications, systems and products involving computer graphics and interactive computing such as computer-based systems for personal computers or CD-ROM applications. Incorporates software applications in multiple technology media systems, such as graphics, animation, text, and sound.
- Designs and develop 3D models.
- Incorporates software applications in multiple technology media systems, such as graphics, animation, text, and sound.
- Create high quality 3D assets that adhere to the style established for the project
- Some experience creating applications with Unity 3D on mac and PC environments.

-DESIGN MILL INC
3D ANIMATOR

- Experience modeling, texturing, lighting, rigging, and animation.
- Experience working with DoD Clients.
- Experience working directly with Project SME's to develop, engineer, and accurately model and Animate all essential elements for specific duties.
- Experience managing all 3d assets
- Implementing new workflows and processes for a new office location.
- Experience in full project management from start to completion.

-CENTER FOR DIGITAL IMAGING ARTS AT BOSTON UNIVERSITY
3D ANIMATION INSTRUCTOR

- Experience instructing classes and individuals on all elements of Maya 2010, Adobe Production Suite, Zbrush, and Mudbox.

- Instruction of modeling, animating, lighting, rigging, and skinning.
- Knowledge and implementation of principles of animation
- Curriculum development
- Facilitation of Curriculum Revisions
- Achieve satisfactory evaluation scores of students
- Lead future planning of direction of school and Programs offered
- Handling of all student attendance, grading, and evaluations.

-DIESELHORSE STUDIOS
SENIOR DIGITAL ARTIST

- Experience in full creation of animated renderings. Experience modeling, texturing, lighting, animating, design, video editing, and composting.
- Experience with Green screen and filming.
- Experience with modeling full architectural compositions from cad and civil plans.
- Sole management of all projects from conception to completion.
- Extensive experience rendering and lighting with Vray.
- Experience managing multiple render nodes.

Education and Achievements

- B.A. Multimedia, University of Advancing Technology- December 2002
- 2 years Majoring in Mechanical Engineering, University of Pittsburgh-1998-2000

- Active DoD Secret Clearance

Software

- 3D Design experience using Maya 2012, 3D Studio Max, Cinema4D, Mudbox, Zbrush, Unity 3D, RealFlow, Matchmover, FumeFx, Lightwave, Backburner, Royal Render, Qube, Mental Ray, and Vray

- Composting and design experience using Adobe Creative Suite CS5, AutoDesk Combustion, Sony Vegas, Painter, and Dreamweaver, Piranesi, Acid Pro and Sound Forge XP.

- Architectural experience Revit, AutoCAD R-14 through AutoCAD 2008, 3D Studio Viz, Rhapsody, and Ecenter1.

- Microsoft Office Professional.