

digitally efx'd geometry™ - freelance human

phone: 630.742.9579 • website/demo-reel: <http://deg3D.biz> • e-mail: deg@deg3D.biz

Objective

To provide friendly, dependable service(s) via making my living for a mutually fair and reasonable fee while pursuing stimulating, unique, and enjoyable outlets for my skills, creative vision, and artistic talents.

Work Experience

3D Artist/Illustrator – freelance human

Jan-Feb 2010

Contracted to provide depictive illustration for the forthcoming 2011 *Star Trek: Ships of the Line* calendar, utilizing personally created 3D model assets.

Model Builder/Texture Artist/Illustrator – freelance human

May-Jun 2009

Contracted to build, UV, paint, light-rig, scene light, and render various beauty shots of six John Eaves spacecraft designs for William Shatner's myouterspace.com website. Also provided art direction and sound design for spacecraft promo animations. In addition, designed and built the "Shatner Pod" for site introduction clip.

Graphic Designer/Photographer – freelance human

2002-2006

Contracted to provide graphic design/construction, product shot photography, and pre-press setup for catalogs and other promotional items for clients distributing Todd McFarlane collectible items, Sega video arcade, and prize games.

Art Director/Shop Manager/Graphic Designer – Digital Bridge

2000-2002

In charge of fine-art giclée reproduction, as well as general shop manager, art director, and graphic designer for such clients as; Walt Disney, 20th Century Fox, Paramount Studios, The Coke~Cola Company, and the WWE.

Lead Retoucher/Color Analyst – MLS/Screaming Color/World Color

1985-2000

In charge of digital retouching, color analysis and correction, and project management for magazine and catalog publications for such clients as; Playboy Enterprises, Inc., Cartier Jewelry, Coach Leather, Spiegel Catalog, Tupperware Brands Corp., The Art Institute of Chicago, Marvel Comics, DC Comics, McDonald's, Sony, and The Bradford Exchange.

Stock Boy/Cashier – Jewel Food Stores

1982-1985

Stock boy, later promoted to cashier for major Chicagoland grocery store. Fastest (by 33%) cashier in regional chain history, thus always assigned to store's first express check-out lane. Awarded multiple merit awards for excellent performance, and above-and-beyond customer relations and service.

Store Manager – Variety Bookstore

1978-1982

Managed and ran (the longest standing to date) comic-book store in Chicago. Responsibilities included; customer service, sales, purchasing, inventory management (ordering/stocking), graphic design and paste-up (store newsletter/promotional flyers), general store management and upkeep.

Artistic Education

100% Self-educated

Childhood-Present

I have been an artist my whole life, pursuing artistic expression in many various mediums, including practical model building and painting, which ultimately lead to landing in the realm of 3D art in 2004.

douglas e. graves (aka deg)

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Skills

First and foremost; 3D modeling, UVing, and painting, and the ability to get along well with, and thus work well with others. Strong and intuitive artistic, graphic, and industrial design sense. Stalwart and adaptive computer and software skills, as well as solid 3D lighting and compositional strengths. Eternally curious, and pretty quick study.

Software and Hardware

Luxology modo, NewTek LightWave 3D, and The Adobe Creative Suite Production Premium (extremely strong Photoshop skills (former trainer), basic-mid range level Illustrator skills, basic level After Effects, Soundbooth, and Flash skills, solid web-authoring skills using GoLive).

Work done on Mac Pro quad-core 3.0 GHz, 4 GB RAM, NVIDIA GeForce 8800 GT with a 30" Apple Cinema Display. Familiar with Windows-based PCs as well.

Industry Friends and/or Character References

John Eaves, Doug Drexler, Sean Scott, Rob Bonchune, David Stipes.