

Conor Fitzgerald
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Objective: To obtain an internship at a company where I can be a valuable asset and build my skills.

Education: East Tennessee State University: Digital Media (Graduate Dec. 2010)

Relevant Courses:

Lighting and Rendering	Drawing Fundamentals
Color Theory	Design History
3D Model Design	2D Design
TD for Animation	Art History I and II
Effects Animation	Raster Based Imaging
Vector Based Imaging	Principles of Visualization

Experience: Lab Proctor (Dec 2009 - Present)
ETSU Digital Media Center, Johnson City, TN

- Answer questions and provide help to students
- Maintain and perform troubleshooting on various equipment
- Ensure that rules and procedures are being followed

3D Generalist (2006-2008)
Digital Wingman, Grand Rapids, MI

- Modeled, textured, and lit dorm room floorplans for major universities
- Helped develop an efficient 3D pipeline
- Assisted with web and graphic design

Skills:

- Strong understanding of light, color, and contrast
- Knowledgeable about using a linear workflow
- Experience with traditional and advanced lighting techniques such as final gather and global illumination.
- Several years of Autodesk Maya experience. Modeling, Texturing, Lighting, Rendering. Some rigging knowledge.

Activities: Friday Matte Painting Club, Cycling Club, Relay for Life Volunteer

Awards: 1st Place - 2010 MECO Furniture Design Competition
Honorable Mention - 2009 EDGE Club Art Show
ETSU Honors In Discipline Scholarship