

David Slebodnick

Media Artist

Objective

My focus is 3D animating, modeling, and traditional illustration; my aim is to be a creative contributor within a production pipeline.

Education

Art Institute of Pittsburgh Bachelors Degree of Science in Media Arts & Animation

Graduated: June 2009

Internship Experience

2010 - Dec. 2010, Etcetera Edutainment, Intern, 3D Modeler and Texture Artist

Dec. 2010 - Aug. 2011, Etcetera Edutainment, Paid Intern, 3D Modeler, Animator and Texture Artist

Freelance Experience

2009 - July 2011, UPMC, Paul Bigeliesen, Freelance Animator

2010, International Collaboration Project for the Aboriginal Tribal Communities, 3D Modeler, Texture Artist, and Rigger

March 2013 - April 2013, Think Through Math, Flash Animator

Sept. 2013, Think Through Learning, Media Converter

Aug. 2013, The OC Register Family Magazine, Freelance Illustrator

Jan. 2014, Just Funky, 3D modeler for 3D printing

March 2014 - current, Alfred Bird Design Group, Graphic design and illustrations

Aug. 2014, Animal/Disney, Background painter

April 2015, Got Item, Album Cover illustration

May 2015, Christopher Laine, Book cover and inside illustrations

Professional Experience

Feb. 2011- June 2013, Etcetera Edutainment, Contract Artist, 3D Modeler, Animator and Texture Artist

July 2013 - Sept. 2013, Edison Learning, Contract Illustrator and Media Artist

Jan. 2014 - Current, Carnegie Mellon University/HCI, Animator

Digital Skills Set

After Effects

3DS Max

Unity Engine

Photoshop

Autodesk Maya

ZBrush

Premiere

Roadkill

Illustrator

Digicel Flipbook

Dreamweaver

Ndo

Flash

References furnished upon request