



AUSTIN PAGE

3D ENVIRONMENT & ASSET MODELER

215-622-8542

AUSTINPAGE3D@GMAIL.COM

WWW.AUSTINPAGE3D.COM

Software:

- 3D Studio Max (Vray, Mental Ray)
- Photoshop
- After Effects
- Mudbox

Skills:

- Character rotations
- Unwrapping
- Storyboarding
- Texturing
- Back-round/Layout designs
- Lighting
- Character modeling
- Animating
- Environment modeling

Education:

The Art Institute of Philadelphia (Pennsylvania)

October 2008-September 2012

- Bachelor of Science degree: Media Arts & Animation.

Experience:

Dunnamed, Langhorne, PA

2D Contractor

March 2014

- Created vector images of schematics and graphs by referencing jpeg images.

RDC Design Group, Malvern, PA

3D Contractor

March 2014

- Modeled and textured low-poly buildings for real-time rendering application.

Dunnamic, Langhorne, PA

3D Lighting and Texture Artist

October 2013-February 2014

- Textured, lit, and rendered scenes of various medical procedures.

Erector Sets, Inc., Philadelphia, PA

3D Designer

October 2012-June 2013

- Produced conceptual 3d renders of television studio set designs.

Radiate Media, Malvern, PA

3D Intern

July-September 2012

- Produced 3d and 2d maps of cities rendered through a game engine for television broadcast.

Becton Dickinson, Sparks, MD

3D/Graphic Design Intern

June-August 2004

- Modeled, textured, lit, and animated a medical product manufactured by the company.

Accomplishments:

- 100 hours of community service at Inner City Missions in Medford, Oregon 2004 - 2007.
- Proficiency in Art History Award (June 2007) – St. Mary's School Medford, OR.
- Placed 2nd in the Iron Animator Competition, requiring a fully rendered environment to be completed and rendered within 24 hours (May 2010).
- National Honor Society 2004,2005,2006

