

**Summary**

- 3D Generalist
- Interactive Media Specialist
- Application Developer
- Problem Solver/Mechanical Engineer

I have over 25 years of combined experience in computer graphics, interactive media, application development, project management and problem solving. I utilize my skills for 3D technical visualization, AR/VR development, 3D modeling, animation, and for developing applications and interactive media for marketing, training and business solutions.

**Objective**

Remote position utilizing my 3D, application development, problem solving and interactive skills for training and marketing applications

**Software Proficiency**

*Programming* – C#, Ionic Framework/AngularJS, Javascript, Microsoft Visual Studio/SQL Server, PHP/mySql, WordPress  
*Game Engines* – Unity 3D, Unreal Engine 4  
*3D Modeling/Animation* – Autodesk Maya, Luxology Modo, Newtek Lightwave, Autodesk MotionBuilder, Pixologic Zbrush, Autodesk 3DS Max  
*HTML/Flash* – Adobe Dreamweaver, Adobe Animate CC  
*CD/DVD Authoring* – Adobe Director, Adobe Encore  
*Graphics/Textures* – Adobe Photoshop CC, Adobe Illustrator CC  
*Video Editing/Postproduction/Compositing* – Adobe Premiere Pro CC, Adobe After Effects CC  
*Sound Editing* – Adobe Audition CC  
*CAD* – Solidworks, Moi3D, AutoCad, Microstation, Integraph Engineering Modeling System  
*Business* – Microsoft Office Suite

**Experience**

**A&B GRAF/X** Denham Springs, LA 3/97-Present  
*Owner/3D Artist/Interactive Media Specialist*

- Provides freelance services including mobile application development, training simulation development, AR/VR development, 3D modeling, 3D technical visualization, animation, and interactive media for kiosks, marketing and web-based training.

**Punctual Abstract Co., Inc.** Harvey, LA 6/07-Present  
*Remote Contract IT Administrator/Software Developer*

- Responsible for IT administration and computer repair/troubleshooting
- Responsible for developing business applications to increase productivity
- Responsible for development of a tablet application using Ionic Framework/AngularJS that interfaces with PABSs, a PHP/MySQL mission critical web-based application for abstracting and title/mortgage research
- Assistance in application development of PABS in PHP/mySql

**Experience  
(continued)**

**Control Graphics Solutions** Indianapolis, IN 11/07-6/10  
*Contract 3D Control Graphics Lead/Developer*

- Responsible for producing and managing development of 3D control graphics and animations for the HVAC controls industry. Develop process automation using Visual Basic.

**Studio 125 Productions, Inc.** Hartselle, AL 1/07-5/07  
*Lead Technical Director*

- Project lead for character/prop modeling, character rigging and technical management of computer hardware

**TELEDYNE BROWN ENGINEERING** Huntsville, AL 1/01-4/06  
*Multimedia Specialist/Senior Systems Engineer*

- Project lead for the Mercedes-Benz Onboard Diagnostics web-based training course project
- Developed content for web sites, kiosks and interactive training courses
- Assisted in multimedia CD/DVD development/authoring using Macromedia Director and Sonic ReelDVD
- Developed 3D models/animation using Alias Maya and 3D Studio Max.
- Produced product videos/animations for marketing, trade shows and NASA training and presentations
- Security Clearance: SECRET (inactive)

**THE BOEING COMPANY** Huntsville, AL 1/99-12/00  
*Senior Project Engineer – National Missile Defense*

- Established and lead procurement program for launch silos and support equipment for three (3) test sites
- Assisted in project engineering which included overseeing nineteen (19) design subcontractor and hardware vendors
- Security Clearance: SECRET (inactive)

**MORRISON KNUDSEN CORPORATION** Decatur, AL 1/98-12/98  
*Senior Mechanical Engineer*

- Responsible for the scoping/design/installation of facilities modifications and safety upgrades for the 3M Film Plant in Decatur, AL.
- Developed detailed drawings using AutoCAD R14

**THE BOEING COMPANY** Huntsville, AL 3/88-12/97  
*Senior Specialist/Design Engineer – International Space Station*

- Assisted in the design of the Temperature and Humidity Control (THC) System for Space Station ECLSS
- Developed 3D models to aid in packaging, design, manufacturing and maintenance demonstration for THC racks using Intergraph EMS CAD
- Developed detailed design/drawings of mechanical parts for rack per DOD-STD-100 and ANSI Y14.5M
- Coordinated design and production activities with vendors

**Experience (continued)**      **WALK, HAYDEL & ASSOCIATES, INC.** New Orleans, LA 8/84 - 3/88  
*Mechanical Design Engineer*

- Designed heating, ventilating, and air conditioning (HVAC), plumbing and sprinkler systems for various types of commercial and government buildings

**Education**      BS, Mechanical Engineering, University of New Orleans, New Orleans, LA, May 1984; Other coursework: 3D Studio Max (CGI 120 & 130), Virginia College, Huntsville, AL 2000/2001

**Professional Organizations**      Member of the Association of Computing Machinery (ACM SIGGRAPH)  
Treasurer - North Alabama 3D Users Group 2001-2002, President/Forum Admin - North Alabama 3D Users Group 2003-2007

**Certification**      Registered Professional Engineer, Alabama (inactive)

**Hobbies**      Remote control aircraft/drones, outdoors

**References**      Available upon request