

Justin Zawislak

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Education

Ringling College of Art and Design, Sarasota, Florida - May 2009
Bachelor of Fine Arts Degree in Computer Animation
Minor in Digital Film

Experience

- 3D Artist**, Mad Otter Games, July 2010 - present
- Designed, modeled, UVed, and textured environment and character assets for a major MMO title
 - Worked within a cohesive style established by the art director
- 3D Artist / Producer**, Horsepower Ads, Sarasota FL, Summer 2009 - present
- Created characters from concept to completion for national commercials
 - Acted as a TD to problem solve any animation needs
 - Composited commercial spots in After Effects
- Instructor / TA**, Ringling Precollege Program, Sarasota FL - Summer 2008/2009
- Taught Computer Animation to high school students
 - Monitored labs during operating hours
 - Helped with and solved technical and artistic problems in Maya
- Texturing Artist**, Illum Productions, Sarasota, FL - Summer 2008
- Textured a castle for a major New York stage production
 - Built a large animator-friendly shading network with controls
 - Realized concept art for production

Skills

Autodesk Maya
Adobe Photoshop
Adobe After Effects
Adobe Premiere
Adobe Soundbooth
Pixar Renderman for Maya
Apple Shake

UDK (Unreal Development Kit)
Corel Painter
3DSMax experience
Mudbox experience
Avid Media Center
C++ and Java experience
Microsoft Office Suite

Awards and Honors

Best of Ringling, Juried Student Show - 2006
Ringling College of Art and Design

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