



Marcus I. Johnson
3D Artist

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SOFTWARE KNOWLEDGE:

MS Office XP, Adobe Creative Suite, Adobe Video Suite, Macromedia Suite, Corel Painter, Sony Sound Forge, Acid Pro, Alias Maya, 3ds max, Splutter fish Brazil, Mental Ray, Max Script, Adobe Encore DVD, Quark Xpress, Avid Xpress DV, Bryce, Final Cut Pro, Pro Tools, Deep Paint 3D, Adobe Acrobat Reader Pro, Lotus Notes, Windows NT/98/2000/ME/XP Pro, Mac OS X, Peak, Vegas 5.0, Mankua Kaldera, DVD Studio Pro, AutoCAD

EDUCATION:

Art Institute of Washington, Arlington, VA

7/01 – 9/03

Bachelor of Fine Arts Degree, Media Arts and Animation

EXPERIENCE:

Sonthineni Enterprises Inc, Vestal, NY

4/04 - present

Freelance Modeler and Texture Artist

Modeled and Textured two levels for
A Upcoming Computer Game Demo

Celebrity Productions LLC, Woodbridge, VA

12/03- 4/04

Freelance Modeler

Completed an interactive CD-ROM for upcoming entertainment center.

RHED Pixel, Vienna, VA

9/03-10/03

Free lance Modeler & Animator

Completed models and animations for AOL Account.

Art Institute of Washington, Arlington, VA

7/01 – 9/03

Discreet 3ds Max Tutor

Assist students with program, wrote tutorials on animation and effects for students, and assisted instructors in lectures, including modeling and animation.

Atlanta College of Art, Atlanta, GA

8/00 – 5/01

Computer Technician

Repaired computers both PC and MAC, installed software packages and instructed students on the proper usage of software and hardware.

Computer Sciences Corporation, Falls Church, VA

5/00 – 6/00

Multimedia Intern – Presentation/Publications Department

Prepared PowerPoint slide presentations, edited corporate presentations to conform to military guidelines and created Web site designs.

