

Richard Bryce Gore
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SUMMARY OF QULIFICATIONS

Versatile digital 3D artists with 4 years of professional production experience on top of 4 years of CGI schooling and 3 Years of technology management schooling.

SKILLS PROFILE

3D Design	Traditional and digital 2D design	Technical
<ul style="list-style-type: none">- Modeling (high and low Poly)- Digital Sculpting- Texturing / UV Unwrapping- Fluid Simulations- Compositing- Cameras and Lighting- Rigging and animation	<ul style="list-style-type: none">- Traditional Drawing- Traditional and Digital Workflow- Photographer- Photo Editing /Correction- Photo Manipulation- Logo design	<ul style="list-style-type: none">- Christie Digital 4K Stereo Powerwall and projector configuration- Christie Digital HoloStation configuration- Computer hardware and software troubleshooting- Computer Networking- Render Farm configuration and management

SOFTWARE KNOWLEDGE BASE

- Adobe After Effects CS6
- Adobe Illustrator CS6
- Adobe Photoshop CS6
- Autodesk 3Ds Max 2016
- Autodesk Maya 2016
- Chaos Group V-Ray 3
- Marvelous Designer 5
- Next Limit Tech. Realflow 2015
- Pixologic ZBrush 4R7
- SitniSati FumeFX 3
- The Foundry Nuke 7
- The Foundry Mari
- Thinkbox Krakatoa
- Unity 5

EMPLOYMENT HISTORY

Sr. CG Artist – Visualization Specialist 2016-Current
EView 360, Farmington Hills, MI

- Create stunning visualizations using 3Ds Max, V-Ray, and Octane
- Create Models, Materials, and lighting solutions used for visualization
- VR Development for HTC VIVE using Unreal Engine 4
- Pipeline and asset library development

Part-Time Lecturer 2015-Current
Eastern Michigan University, Ypsilanti, MI

- Teach upper level Simulation, Animation, and Gaming Courses
- Instruct students in simulations/dynamics, advanced Photoshop, Textures and mapping, and After Effects.

- Course Development

Material/Shader Contract Artist

2014 -2016

Jackson Dawson, Dearborn, MI

- Create Shaders/Materials, Reflection maps, and lighting setups using the Unity Engine
- Create Materials and Lighting Setups using the V-Ray Render Engine in 3Ds max and Maya

Professional Solutions Intern/ Modeling Specialist

2014-2014

3DExcite (RTT), Royal Oak, MI

- Assist Visualization team with visualization design projects, from content creation to hardware configuration
- Create high quality renders, using Deltagen, for marketing images and in interactive/virtual reality demos.
- Create models, using Maya, that are used for high-end rendering and realtime visualization

Digital 3D/2D Artist and Simulation Specialist

2012-Current

Pixelogia Studios, Saline, MI

- Created metal casting simulations for Gravcentri.
- Created Digital 3D demonstration for Advanced Micro Fab Nano Corp.
- Designed logos, banners, and posters for North Coast Banners & Bags

EDUCATION

**Masters of Science in Technology Studies:
Technology Management**

2013-2016

GPA: 3.94

Eastern Michigan University, Ypsilanti, MI

Major: Bachelors of Arts: Simulation, animation, and Gaming

2011-2013

GPA: 3.71

Eastern Michigan University, Ypsilanti, MI

Major: Computer Engineering

2009-2011

GPA: 3.01 (Transfer)

Michigan Technological University, Houghton, MI

Major: Computer Systems Technology

2006-2009

GPA: 3.03

Washtenaw Community College, Ann Arbor, MI

ADDITIONAL INFORMATION

Samples of my work can be found at <http://rbgorepd.weebly.com>

References available upon request