



John L. Hutchinson
86 Icefall Avenue
Las Vegas, NV 89183

Email: john.hutchinson@ipixel3d.com

Website: www.ipixel3d.com

PROFESSIONAL PROFILE:

- 3D artist with a knack for solving technical problems,
- Dedication,
- Works well with others,
- Going above and beyond to help teammates,
- The willingness to do whatever it takes to get the job done,

Qualifications Highlights:

- 10 years experiences as a 3ds max Generalist
- Community College Animation Instructor/Lab Technician
- Assembled desktop and laptop computers
- Installed, Modified, Clone, Backup and restored Windows Operation Systems

Software Skills:

- Autodesk 3ds max
- Adobe Photoshop
- Fxhome Hitfilm Pro
- Adobe After effects
- Adobe Muse
- Xara Designer

3D Graphics Skills:

- 3D character and Prop Modeling
- UVW Unwrapping&Texturing
- Rigging, skinning
- Lighting
- Video Composite Production
- Web Design

Work Highlights:

- Created Logo Designs for UCLA Cardiac Heart Transplant Department
- Produced 3D Content for Graphic Novel Board Games
- Produced Illustrated Logos and Graphical User Interface for Casino Slot play
- Produced a shipped game title for iPhones

SHIPPED GAME TITLE:

Virtual Girlfriend For iPhones (<http://www.myvirtualgirlfriendgames.com/Contact.html>)

PROFESSIONAL EXPERIENCE:

Lead Intern 3D Artist	Neon Ave Studio	2017-Current
Create,animate and assemble contants to mix with live footage for Kids Television Show.		
Graphic Artist	UCLA Hospital, Los Angeles, CA	2013- 2014
Produced high quality still image Logo that represented the Cardiac Heart Transplant Department.		
3D Artist	Sky Studios, Las Vegas NV	2010-2013
* Used 3ds max and Photoshop to Produced full 3d scene environments for a private client based on their sketch drawings to help shell their board games.		
3D Character Animator	Wetproductions.com, Las Vegas NV	2009-2010
* Hand animated CGI Female Characters for iPhone games to represent their unique personalities and emotions, so to allow players to engage with characters through different levels of intimacy.		
3D Media Display Artist	Progressive Gaming International, Las Vegas NV	2006-2008
* Independently developed concept storyboards, Graphic Logos and high quality user interface Art for casino plasma/LCD display technology.		
* Worked with other teams members to Produce full scene 3d cinematic for casino overhead display to attract and astound players.		
* Stayed overtime to help other teams reach their deadline projects.		

Animation Instructor/ Lab Technician

CSN, Las Vegas NV

2000-2003

* Taught introductory level 3ds max software. Installed softwares and maintained class computers.

* Established a professional, enthusiastic, and friendly environment in the classroom. Used my Portfolio website to demonstrate and inspire what the students could accomplish.

EDUCATION:

Game Art and Design

Art Institute

2D and 3D graphics classes

Community College

High School Diploma

High School