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HTTP://WWW.SMDOOLEY.COM

Objective:

To seek opportunities to work at a full-time position in film or television as a technical artist, focusing on Houdini, lighting, scripting, and optimization.

Education:

Savannah College of Art and Design (SCAD) – Savannah, GA 31401 BFA in Visual Effects, Minor in Technical Direction Graduated Summa Cum Laude

Skills:

Primary Skills:

- Houdini Mantra
- Maya Mental Ray
- Nuke
- Python
- Mel
- Stereo

Primary Skills Cont.:

- Adobe Creative Suite
- Shell Scripting (Windows, Linux)
- OS: Windows, Linux
- Communication

Secondary Skills:

- Renderman Shading Language (RSL)
- HTML
- 3D Studio Max
- Mudbox
- OS: Mac

Work, Volunteering, and Community Experience:

- SCAD Student Film "Legacy" Spring 2012 Dir. Adam Floeck, Prod. Peter DeSalvo
 - o Lighter / compositor for four (4) shots, including the opening shot of the film
 - o Created cloud "effects" for two additional shots (beyond my own) in Nuke using 3D projection
 - \circ Preformed final color corrections / grading / sky replacement / edits for 11-15 additional shots beyond my own (out of a ~ 70 shot film)
- Department of Defense, Summer Internship Program/Information Assurance Summer 2010
 - o Cleared for Top Secret (TS) / Special Compartmented Intelligence (SCI) clearance
 - Created 44 designs for stamping dies and new brand logos, 7 of which were being tested for production at the time of my departure
 - o Provided consulting to other groups to improve their presentation capabilities
- Assistant instructor in animation class Summer 2007, at Howard County (Maryland) School System's Applied Research Lab
- Taught 10 lessons at Boy Scouts' Wagon Wheel Adult Leader training Fall 2007 and Spring 2008
- Florida Sea Base Scout Centre for Excellence of Nature and Environment (S.C.E.N.E.) Service Project 2005, 2006, 2007

Honors and Awards:

- Eagle Scout March 21, 2005
- Eagle Scout advancements three Silver Palms
- Completed Wood Badge August 25, 2009
- Brotherhood member of Boy Scout's Order of the Arrow