

STEPHEN TORICK

storick@nightstripes.com
NIGHTSTRIPES.com



Objective	To utilize my animation skills in a team environment and create realistic animations for integration in video games.	
Summary	<ul style="list-style-type: none">+ Strong skills in 3D character animation+ Traditional art and sketching skills+ Knowledge of character setup, modeling and texturing+ Experienced in working on a team to complete a project+ Strong work ethic and quick learner	
Technical Skills	<ul style="list-style-type: none">+ Autodesk Maya+ Autodesk 3ds Max+ Autodesk MotionBuilder+ Adobe Photoshop+ Unreal Editor 2+ Apple Shake+ Adobe After Effects+ Apple Final Cut Pro+ HTML and CSS	
Industry Experience	Harris Corporation – July 2007 – January 2008 Geo-Spatial Technician <ul style="list-style-type: none">+ Used proprietary software to create spatially accurate 3D environments for use in simulations.+ Edited texture files in Photoshop for seamless integration and accuracy.	Melbourne, FL
Education	Full Sail Real World Education Bachelors of Science Degree in Computer Animation Graduation: March 9, 2007 - Valedictorian Associates of Science Degree in Computer Animation Graduation: February 3, 2006	Winter Park, FL
	Meridian Charter High School Attended a technical high school. Graduation: 2004 - Salutatorian	Meridian, ID