



MICHAEL GURGANUS

LEAD DEVELOPER / 3D ARTIST



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Newport News, VA 23606

Reference

Bil Hardenberger
Director of VTT Dev. - Transtecs
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Christopher Toon

3D Modeler - Transtecs
christoon@gmail.com

Matthew Evert

UX Designer - Ferguson Enterprises
hello.mevert@gmail.com

Description

A take-charge team leader, motivator and enthusiastic team-builder. Having an unmatched analytic eye for detail and design, Michael is an open-minded visionary who embraces new ideas and concepts. 20+ years of experience in graphic design, 10+ years of interactive media development, and 10+ years in AVV editing and production.

Experience

○ 2015 - present

3D Modeler / Multimedia Specialist @ Transtecs Corporation

Team leader overseeing developers in the creation of multiple 3D modeling projects. Ensure projects are delivered on time and within budget. Coordinate development including reference gathering, 3D modeling, animation and task development, and final delivery. Generate cost estimates for project proposals. Create, review and edit development storyboards. Ensure project deliverables meet or exceed QA standards. Facilitate client review of delivered products. Adapt instructional materials from existing documentation and courseware into clear, effective, interactive HTML based e-Learning.

○ 2013 - 2015

Multimedia Production Coordinator @ Valkyrie Enterprises LLC

Team leader overseeing developers in the creation of multiple 3D modeling projects. Coordinate development including reference gathering, 3D modeling, animation and task development, and final delivery. Adapt instructional materials from existing documentation and courseware into clear, effective, interactive HTML based e-Learning.

○ 2007 - 2013

Developer / Lead Technical Artist / 3D Artist / Animator @ C2 Technologies Inc.

E-learning developer utilizing Adobe Flash and Adobe Creative suite.

Education

○ present

Art Institute of Pittsburgh Online Bachelor of Arts - Interactive Media Design

○ 2003 - 2005

Thomas Nelson Community College Associate in Applied Science - Computer Arts, Video and Motion Graphics

○ 2000 - 2002

Thomas Nelson Community College Associate in Applied Arts - Fine Arts

Skills

3D Modeling	<input type="checkbox"/>	3dsMax	<input type="checkbox"/>
Texturing	<input type="checkbox"/>	Keyshot	<input type="checkbox"/>
Manipulation	<input type="checkbox"/>	Adobe Suite	<input type="checkbox"/>
E-Learning	<input type="checkbox"/>	HTML 5	<input type="checkbox"/>
Printing	<input type="checkbox"/>	OOP	<input type="checkbox"/>