

John O'Brien

3D Animator and Modeler

(913)-302-7852

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Career Summary

I am an efficient, hard-working individual with a passion for 3D character animation. I have experience in character animation, character rigging, 3D asset creation, texture mapping, and general rendering.

Education

Missouri Western State University (Saint Joseph, MO)

Bachelors in Digital Animation

Graduation: Spring 2018

Johnson County Community College (Overland Park, KS)

A.A.S. In Animation-Entertainment & Game Art Design

Graduation: Spring 2014

Skills

- 3D Character animation/rigging
- 3D modeling
- 3D Texture Mapping
- UV layout
- General Lighting/ Rendering

Program Experience

- Maya 2017
- ZBrush
- Photoshop/ Gimp 2.8
- Adobe After Effects
- Crazybump
- UVLayout

Related Experience

- Founder/ President of the MWSU Animation Club.

Lead students in discussion about aspects of animation workflow, concepts, and industry. Composed and lead workshops, and mentored new students. Meetings are held 4 times a month.