

Justin Weingartner

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SOFTWARE EXPERIENCE

- Skilled
 - Maya
 - Photoshop
 - Shake
 - Particle Illusion
 - Perforce
 - Windows OS
 - Macintosh OS
- Proficient
 - 3D Studio Max
 - After Effects
 - Zbrush
 - Mudbox
 - Premiere
 - Unreal Editor

PROFESSIONAL EXPERIENCE

- **PerBlue** – Lead 3D Artist – Madison, WI
 - Credits:
 - Among the Undead (Mobile)
 - Parallel Kingdom (Mobile)
 - Duties include: designing / modeling / texturing / rigging / animation / VFX of characters and environments
 - March 2011 – Present
- **Ryte Byte Inc.** – Freelance Character Artist – Baraboo, WI
 - Duties included: designing / modeling / texturing a character
 - January 2011 – January 2011
- **Brash Multimedia** – Environment Artist – Charlotte, NC
 - Credits:
 - Mascot Madness (Mobile)(unreleased)
 - Duties included: modeling / texturing of levels
 - May 2010 – October 2010
- **Foundation 9 Entertainment** – Environment Artist – Austin, TX
 - Credits:
 - GI Joe: The Rise of Cobra (Sony PSP)
 - Green Lantern: Rise of the Manhunters (Nintendo DS / Sony PSP)
 - Duties included: modeling / texturing / lighting / rendering of levels and level assets
 - Creating Particle effects with proprietary tools
 - September 2008 – April 2009

EDUCATION

- **Full Sail University**, Winter Park, FL
 - Bachelor of Science Degree: Computer Animation – Graduation: April 2008
 - Graduated with perfect attendance

References available upon request