

BRIAN M. BUCHMANN

Phone: (201) 754-8735 | Email: varek3d@gmail.com

Address: 38-24 Leslie Place, Fair Lawn, NJ 07410

SUMMARY OF QUALIFICATIONS

Detail-oriented and highly accomplished 3D Modeler & Digital Artist with over 10 years of successful professional experience. Adept at directing complex 3D modeling, rendering, and texturing projects while ensuring high levels of client satisfaction and final design quality. Currently seeking a position as a 3D Modeler which will effectively utilize all acquired skills, abilities, and areas of expertise as follows:

◆ 3D Modeling, Rendering, & Texturing	◆ Multimedia Design & Production	◆ Client Relations/Retention
◆ Organic Modeling	◆ Project Management	◆ Relationship Building
◆ Character Animation	◆ Web/Digital Design	◆ Team Building/Leadership
		◆ Time Management

CAREER ACHIEVEMENTS

- ✓ Created and help develop 3D printing course for teachers to teach students how to use a 3D printer.
- ✓ Developed multiple modern websites for Buchmann Electric with Joomla and intense graphic design.
- ✓ Created fantasy characters for an animated short “Cerebus” including Cerebus, a wizard, and a bartender for What Comics Entertainment.
- ✓ Modeled the primary character (Joe Viterelli type) for New York Mobs, an animated short, by collaborating with the director to produce a highly effective, near life quality model for Efram Potelle.
- ✓ Designed and created models for a high-profile music video organized by Matt Spratlin for Appetite for Destruction in Los Angeles.
- ✓ Modeled and textured Robot Guy for the children’s TV show, A Child’s Mind, for the John Sapra company and provided instruction in 3D art pipeline to 3D animators which significantly improved efficiency.

CORE COMPETENCIES

- ◆ Utilizing extensive experience in modeling, texturing, and lighting to develop a diverse range of characters, creatures, and background and foreground structures in compliance with clients needs.
- ◆ Supports the development of shape, structure, and silhouette during the modeling process due to an exceptional understanding of human and creature anatomy.
- ◆ Coaches and leads 3D artists, manages complex projects from initial concept through conclusion, and facilitates all aspects of web design and 3D imaging for a variety of websites.
- ◆ Collaborating with team members and providing art direction and leadership in the development and implementation of visual concepts and designs into new and existing websites.
- ◆ Conducting tutorials and training programs in all areas of PC assembly, use of internet applications and the development of computer skills to improve employee performance.
- ◆ Establishing strong professional relationships with new and existing clients to expand business and increase revenue and net profitability on an annual basis.

PROFESSIONAL PROFILE

Computer/STEM Teacher · Silverstein Hebrew Academy · Great Neck, NY	Sept. 2016- Present
Computer/STEM Teacher · The Hebrew Academy · New City, NY	Sept. 2012- Present
Computer Teacher · ASHAR · New City, NY	Sept. 2013- 2015
3D Consultant · Magic Moments with Class	June 2013-Present
Wyzant.com · Tutor in graphic programs	Nov. 2010-Present
Graphics Artist · Maler Technologies	July 2011
3D Modeler/Texture Artist · What Comics Entertainment	2005 – 2011
Computer Technician Consultant · Buchmann Electric Corporation	Jan. 2000 – 2011
3D Modeler/Renderer · Hollow 3D	Nov. 2007 – Feb. 2008
3D Modeler/Texture Artist · Efram Potelle	Nov. 2005 – Jan. 2006
Lead Modeler · John Sapra	Jul. 2005
3D Modeler · Appetite for Destruction	Jun. 2005
3D Modeler · Jersey Championship Wrestling	Mar. 2003

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EDUCATION HISTORY

Fairleigh Dickinson University | MA in Education (2012)

Gnomon School of Visual Effects | Surface and Organic Modeling using NURBS, Polygons Beginners & Advanced, Animation, Texturing, Match Moving & Integration, Kinematics, Sculpture, Zbrush, Body Paint, Shake, Lighting/Rendering, Mental Ray, Hair, Maya Cloth, Environment for Games, 2D for 3D, Figure Drawing, Skinning & Modeling for Games, (2007)

New York University | B.A. in Media Studies (2002)

NYU | SCEPS Certificate, Multimedia Technology (1998)

TECHNICAL SKILLS

Maya, Zbrush, Mudbox, HeadusUV, Adobe CC, KeyShot, HTML, Photoshop, Illustrator, inDesign, After Effects, Sculptris, Joomla, WordPress, Mental Ray, Tinkercad, Scratch, Acrobat Pro, Encore, Premier, Microsoft Office including Word, Excel, PowerPoint and publisher and other Internet Applications.

OTHER WORK EXPERIENCE

- ◆ Designed curriculums to teach computers to Kindergarten through 8th grade.
- ◆ Tutored school psychologist in computer operations.
- ◆ Tutored children in the working of the windows operation system.
- ◆ Tutored learning specialist in computer programs to help with testing purposes.

COMMUNITY INVOLVEMENT

- ◆ Provides voluntary repair services of computers, and offers networking and Internet consultation for the Anshei Lubavitch and Ahavat Achim Synagogues.