

David Parmenter – Digital Artist

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SKILLS

Motion Graphics and Editing
3D Generalist - Modeling, Animation, Lighting, etc.
Web & Graphic Design

SOFTWARE

2D/Editing: After Effects, Final Cut Pro, Flash, Shake, Photoshop, Premiere, Illustrator
3D: Maya (including Mental Ray), Lightwave, Modo, Softimage, 3D Studio MAX
Interactive: Flash, DVD Studio Pro, Encore, Dreamweaver, Director
Programming: Experience with HTML, CSS, MEL, ActionScript, LScript, Renderman, C, shell scripting

EXPERIENCE

Pagano Media, Inc., Worcester, MA. January 2002 – July 2004, January 2005 - Present
Motion Graphics Director

- Main job responsibility: to oversee and/or create 3D and 2D motion graphic elements.
- Contributed to multiple **Telly Award** winning projects.
- Managed projects & interacted directly with clients
- Also involved with conceiving, storyboarding, graphic design, Flash animation, DVD and web authoring.

Zone 5 Pictures, Worcester, MA. August 2000 – June 2001
3D Character Modeler & Animator

- Created digital characters and environments with Maya and After Effects for a live-action film.
- Built and animated a 3D character in Maya for a music video.
- Created storyboards and conceptual art for live-action and animated productions.

The Center for Research in Art & Technology, Amherst, MA. 1997 & 1999
Research Assistant, Intern

- Created conceptual and digital artwork for CG projects. Worked extensively with Softimage.
- Administered three SGI Indigo2 workstations. Installed software, watched renders, etc.
- Developed web pages and promotional materials for various clients.

*In addition to my staff jobs/internships, I have worked on a variety of freelance projects for clients such as **EMC, Pearson Education, and DeCarolus Design.***

EDUCATION

Undergraduate
University of Massachusetts Amherst
Bachelor of Fine Arts - May 2000
Concentration: Computer Art

Professional Development

I have attended a number of classes and seminars on Maya, Lightwave, and Flash, as well as character animation and figure drawing. I am also always reading relevant books and publications, as well as doing online tutorials in order to supplement my knowledge.

VOLUNTEER WORK

Alias | Wavefront 3December NYC 2001. Assisted attendees and demonstrated Maya software.
SIGGRAPH 99, Los Angeles, CA – Student Volunteer.
Seven Hills Foundation, Worcester, MA, April 2002 – July 2004 - Snack Bar Staff, Monday Night Bingo.

INTERESTS

Sketching
Photography
Live music
Boston Red Sox
Electronics & robotics
Big roller coasters
Camping
Softball
LOST
Any and all trivia, especially music