

Objective Technical Director of 3D Character Development

**Professional
Stations and
Achievements**

3-D Artist

- 3-D Character Designer, created characters from concept through to animation, including: pre-production visualization, modeling, rigging, dynamics, texturing and animating.
- 3-D Generalist, responsible for all stages of image and animation development including assessment, modeling, texturing, rigging, lighting, animation, dynamics, rendering and compositing.
 - responsible for assessment and generation of 3-D graphical content for use in courseware for education and sales of new medical equipment
 - work with doctors, instructional designers, artists and sales force to find solution that displays marketable assets of product; while satisfying anatomical and technical specifications of doctors and maintaining artistic integrity (these were often at odds).
- Freelance 3-D Independent Contractor
 - product design, marketing materials, educational images.
 - responsible for all stages of development.
 - direct contact with client, creation of images, animations, models and technical drawings to specifications of company or individual.

**Animated Short, “Flight o’ the Penguin”
Student Film Project, University of Colorado in Association with
42 Productions**

- Lead creative talent; special emphasis in character pipeline.
- Complete creation of Ike the penguin including: design, model, rig, texture and partial animation.
- Created script, storyboard and concept art.
- Assembled and directed team of students and professionals (total of 10).
- Managed talent ensuring continuous workflow among individuals of differing skill sets.
- Reported regularly to senior producer (professional outside of university).
- Responsible for the teamwork of the entire project that lasted approximately 18 months and spanned two worksites. Contributed to and managed all stages of development including concept, script, storyboard, 3-D art (modeling, rigging, texturing, lighting, rendering) 2-D digital painting, compositing, editing and sound.

Small Business Owner and Operator

- established a dance yoga and martial arts studio.
- maintained and expanded school over the course of 6 years.
- created successful business plan and organization including managing of: talent, billing, merchandising, taxes, payroll, and physical location.

Seth Meshko

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Skills and Software

- Fine art: Drawing, Painting, Sculpture
- 3-D Package: *Maya, Solid Works, Mudbox, zbrush
- * Special emphasis in rigging, knowledge of dynamic simulation esp. hair
- 2-D Package: Photoshop, Illustrator
- Fluid Symulation: Real Flow
- Composition and Editing: After Effects, Premier

Work History

Studio Owner Operator	<i>Studio Capoeira Denver,</i> Denver, Co.	May 2008 – Present
Lead 3-D Artist (project level)	<i>Simbionix,</i> Denver, Co.	Sept. 2005 – Feb. 2009
Director Of Animation	<i>42 Productions,</i> Boulder, Co.	Dec. 2004 – July 2004
3-D Lab Technician / Student Teacher	<i>University of Colorado,</i> Denver, Co.	Dec. 2001 – June 2004

Education

BFA Emphasis in 3-D animation	University of Colorado, Denver, Co.	May 2006
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References

References are available on request.