



# Charles Gunter

Hard - Surface / Vehicle Modeler & Texture Artist

## Software Knowledge

### 3D Applications

- Maya
- 3Ds Max
- UT 2004 Editor

### 2D Applications

- Photoshop
- Shake
- Syntheyes
- Final Cut Pro
- After Effects
- MS Office Suite

## Related Skills

### 3D Skills

- Polygonal Surfaces
- NURBS Surfaces
- UV Layouts / Texturing
- Lighting
- Rendering (MR)
- Animation

### 2D Skills

- Compositing
- Texture Map Generation

### Scripting

- Basic MEL

## Summary of Technical Skills

- Ability to produce quality Hard-Surface models, within a strict deadline and to specific requirements.
- Strong skills in producing clean geometry, with efficient edge flow, and efficient UV layouts.
- Strong understanding of Polygonal and NURBS surfaces and workflows.
- Strong skills in modeling high or low resolution objects.
- Ability to create various forms of texture maps. UV specific color maps, bump maps, specular maps, displacement maps, and tileable maps.
- Experience in keyframe animation, within Maya, and familiar with the manipulation of animation curves to achieve a desired result.
- Ability to generate efficient and useable lighting scenarios.
- Strong understanding of the Mental Ray rendering system.
- Ability to composite multiple assets or multiple rendered pass layers into a quality piece, with skills in color correction and integration.
- Strong familiarity with both Mac OSX and Windows based systems.

## Summary of Personal Skills

- Ability to work efficiently within a team environment or independently, without supervision.
- Exceptional skills in time management and the ability to perform under stressful conditions.
- Ability to work long hours with efficiency while retaining focus.
- Finely developed eye for detail.
- Ability to take criticism well and apply it effectively.
- Ability to learn and apply new tasks quickly.
- Strong organizational and communicational skills.
- Ability to excel in a fast paced environment.

## Education

- Full Sail University Winter Park, FL  
Bachelor Degree of Applied Science in Computer Animation  
Graduation Date: February 8<sup>th</sup>, 2008 GPA: 3.4  
Awards: Salutatorian of the 2008 graduating class
- ITT Technical Institute Nashville, TN  
Associate Degree of Applied Science in MultiMedia  
Graduation Date: June 16<sup>th</sup>, 2005 GPA: 4.0  
Awards: Valedictorian of the 2005 graduating class  
Award of Highest Honors

## Related Academic Experience

- 11/2007 – 01/2008 Full Sail University Winter Park, FL  
Vehicle Modeler "Computer Animation Production"  
- Generated three high resolution vehicle models within a strict deadline.  
- Meet weekly with department supervisors to evaluate progress and to implement the needed changes to overall design.  
- Passionately paid close attention to every detail to achieve realistic results.  
- Gained the understanding of working within a production pipeline.
- 09/2007 Full Sail University Winter Park, FL  
Modeler / Composer "Compositing and Scene Finishing"  
- Generated complete CG scene reconstruction to obtain shadow and reflection information for CG elements.  
- Tracked complete film plate to integrate placement of CG elements.  
- Generated multiple rendered passes (Color, Shadow, Occlusion, and Reflection).  
- Obtained understanding and importance of color correction between CG elements and live action.

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## Related Academic Experience (Continued)

06/2007 Full Sail University Winter Park, FL

Environment Modeler "Unreal 2004 Project"

- Collaborated with a production team to create a fully functional and playable game level, within the Unreal 2004 engine.
- Storyboarded and generated concept art for the needed assets.
- Modeled and textured environment assets for the project.
- Completed and delivered the project within a strict deadline, with attention to pre-set polygon counts and texture resolution requirements.

## Related Work Experience

02/2008 – 03/2008 TwoDoor FX

Orlando, FL

*Assistant to the Visual Effects Supervisor*

Phone: 407-869-6411

Worked on a Feature Film set on the back lots of Universal Studios.

Experienced Knowledge:

- Gained the understanding of the film-making process.
- Obtained the understanding for clearly placed tracking markers, for post process matchmoving.
- Strengthened understanding of capturing HDRI, Reflection, and Camera information from the film set for implementation into the 3D world.

## Other Work Experience

03/2003 – 01/2006 Metro Medical Incorporated

Nashville, TN

*Accounts Receivable Representative*

Phone: 615-301-5950

Experienced Knowledge:

- Gained the valuable experience working within a professional environment with a professional team towards a common goal.
- Developed strong communicational and problem solving skills through working customer-to-company relationships.
- Established strong time management skills by meeting strict deadlines.
- Improved organizational skills working on multiple projects at one given time.
- Gained experience working within a high stress environment.

*(References Available Upon Request)*