Michael J. Lazarus
100 Rochelle St
Springfield, MA 01109
Phone: 518-209-0432
Email: Mlaz_De@yahoo.com
www.3dLazarus.com

OBJECTIVE

Provide innovative graphics products & services to your company.
Offer 3d modeling and animation training to personnel when asked
or required.

EXPERIENCE

Freelance 3D Visualizations Artist (2006 – Present)

• Created 3d animations, models, lighting, texturing and special effects for Public
  Broadcasting Station (PBS), for Lighthouse Productions, Inc.
  http://lighthouseprodn.com (2011 – 2014)

• Created 3D character & environment cinematic for Benjamin Banneker museum,
  Ellicott City, MD, for Juxtopia Group www.Juxtopia.com, (2006 – 2007)

• Participated in designing & developing 3D educational game concept, computer
  game design team, Juxtopia Group www.Juxtopia.com, (2006 – 2007)

• Developing INDI games for Android/Microsoft mobile phone/pad using Unity3D game
engine, under license grant by United Technologies, Inc's. (2013 – present)

3D Graphic Artist, Lockheed Martin, **Inc**. **(**2008 – 2010)

 • Developed Interactive 3D Simulation Training Materials for the U.S. Navy, Nuclear
  Propulsion Program.

 • Used Crytek's Cry Engine and Autodesk's 3DS Max for game and simulation
  development.

• Proficient 3d modeler, animator with Maya.2014 Adequate developer with the Maya
  particles, texturing, rendering and lighting.

• Skilled with texturing using Adobe Photoshop cs6

• Skilled with digital editing using Adobe Premiere pro 5.5

• Skilled with digital editing using Adobe After Effects cs4

EDUCATION & PROFESSIONAL DEVELOPMENT

• BA, Communications & Media Arts, Western Connecticut State University (1988)

• MA, Interactive Media & Game Development, Savannah College of Art and Design (unreal game engine, version 2004) (2009)

• 3D Animation & Advanced Character Development, PRATT Institute, NYC (2003)

• Practice and implement computer programming (C#, JavaScript) for applied unity gaming interaction) (2013-present)

• Participant, 3D Studio Max user's groups for Firaxis Game Studio (Hunt Valley, MD) (share ideas and knowledge of techniques for developing and expediting workflow production) (2005 – 2008).

• Earned Autodesk Certified Instructor (ACI) status for instructing 3d studio max 2006-2011

• Participated with Unity3D game developer's groups, Boston MA (2015)

• Secret Security Clearance (Current)

• (U.S. Army) (1988 – present)

• **Permanent License Rights, Autodesk 3DS MAX 2016/17** (2015)

TEACHING EXPERIENCE

• Instructor, 3D Studio MAX, Adobe Photoshop/Premier Pro to over 300 former students-Gibbs College**,** Vienna, VA (2004 – 2008)

• Autodesk Certified Instructor, 3D Studio MAX (2006 – 2011)

• Contributor to teaching students basic 3d gaming modeling techniques at Springfield College, Springfield, MA (2017-present)

OTHER

• Proficient Musician, US Army Band
• Skilled Airbrush artist