

Joel R Freeman
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WORK EXPERIENCE

POP | 3D Production Specialist June 2009 - Present

www.pop.us

At POP I have further increased my expertise in 3d computer graphics and developed a wide skill set in graphic and motion design. I've had the opportunity to practice integrating different disciplines with a strong focus on process and work standards.

Kenneth Hays Architects | 3D Graphic Arts January 2003-2008

www.haysarch.com

At Hays Architects I built three dimensional computer generated models and simulations. This experience has provided me with the ability to develop architectural 3D modeling, design, texture mapping and unwrapping, lighting, animation, material, and rendering abilities in the professional environment.

EDUCATION

Western Washington University Peninsula College 2007 - Spring 2009 2003 - 2006

Bachelors of Arts in Design
Focus in New Media

Associate of Arts
Focus in Fine Arts

PROFICIENCY

Preferred Tools

Luxology Modo
Pixologic Zbrush
PM Topogun
Adobe Photoshop
Adobe After Effects

Experience With

Autodesk 3ds Max
Autodesk Maya
Maxon Cinema 4D
PMG Messiah
Google Sketchup
Adobe Illustrator

INTERESTS

Art / Design / Film / Animation
Computer and Video Games
Art History / Music / Food
Mountain Biking
Water Sports
Physics, Psychology, Math

REFERENCES

Not Available Online.