

# Zach Goldstein

443.244.1993

zachg8@gmail.com

www.artofzachgoldstein.com

## Experience:

Though still a student, I have been fortunate enough to work on several collaborative animation projects, including a 4 minute short called *Sideshow*, produced by Southern's School of Visual Art & Design. I worked full time for two semesters on this film, and was able to complete the modeling, UVlayout, and texturing of the main character, along with overseeing the lighting for the final cut.

I am currently working on a student lead proof of concept short with a few of my close friends, and I have completed the modeling for the primary character in this soon to be finished title. I have been fortunate to work under the direction of Aaron Adams, now a technical animator at Disney, and I was greatly benefited by his efforts. My education in this area has proven invaluable to me as I begin to venture out into the professional environment and plan for a career.

## Education:

I am currently a Junior majoring in Animation at Southern Adventist University in Collegedale, TN. At Southern's *School of Visual Art & Design*, I have learned fine art and color theories, design principles, drawing, character design, effects animation, compositing, programming, and even story boarding. Working along side my incredibly talented teachers and classmates, I feel that I have gained an invaluable experience that will help me in my future career.

## Employment:

I worked as a web designer for Marketing & University Relations since my Freshman year. However, I left MUR last semester because I started a business that required my extra time. I created *Model My Design, LLC* in my Junior year in an effort to promote the talents of myself and my colleagues to professional market in order to get some experience with freelance work. Now that I have gotten this off the ground, I am hoping to gain the invaluable hands on experience of working in a professional studio as an intern for the summer months.

## Abilities:

**3D Modeling, sculpting, design.**

**Software:** Maya, Mudbox, Zbrush, Blender, Photoshop, After Effects, and The Foundry Nuke.