

# Stephen Dautner \ Resume 2011

84 Messina Ct. Shrewsbury PA 17361 | (518) 810-6816 | [Stevo1228@gmail.com](mailto:Stevo1228@gmail.com)

Portfolio Website

[www.Stephendautner.com](http://www.Stephendautner.com)

## **Work Experience:**

### **Firaxis Games** | December 2009 – January 2011 | Sparks MD

I was a contract artist working with a team of animators to produce animations for in game and cinematic characters for an unannounced title being published by 2K games.

- Working as part of a team to rig, skin and animate characters.
- Gained experience working in a modified version of the Unreal 3 engine.

### **THQ Big Huge Games** | October 2007 - April 2009 | Timonium MD

Started working at BHG as an intern back in 2007 when the studio was independent from THQ. Hired full time in June to produce Environment models and textures for an unannounced, unreleased RPG title for THQ. Worked with team of artists to create dungeons for fantasy world.

- Worked as part of a team to produce art assets under stringent deadlines.
- Used Crazy bump, Zbrush and projection techniques to make base textures that would later be painted into with more detail.
- Gained experience in using Direct X shaders in 3ds max and engine for complex multilayered textures.

### **US Army Design and Manufacturing Division** | June 2007-August 2007 | Aberdeen Proving Grounds, Edgewood MD

Hired by the US Army to animate, model, rig, unwrap and texture assets used in animations/simulations designed to provide visual aids for presentations shown to senior members of the military/government.

- Worked as part of a team to produce animation assets under stringent deadlines.
- Used Zbrush in the creation of normal maps for animated characters.
- Character rigging and animation using Character Studio in 3ds Max.

### **Freelance Illustration** | September 2004 – present | Baltimore, MD

- Published in Sunday Op Ed section of the Baltimore Sun Newspaper
- Employed by musicians of the Musical group The Mud Bugs to create album art.
- Worked for Port Urban and other independent web designers in the creation of illustration and animation for the aesthetic improvement of their websites.
- Produced poster for local music venue The 8x10 club advertising upcoming band performances.
- Created a series of Op Ed Illustrations for use by the Baltimore Sun Newspaper.
- Illustrated poster advertising a MICA social event.
- Employed to create illustration commemorating the 25<sup>th</sup> anniversary of Habitat For Humanity

**Front End Clerk** | June 2005 to September 2005 | Hanaford, Niskayuna. NY

Served as customer representative and assisted customers on a one to one basis to fulfill their needs. Acted as manager of the bottle-recycling center, trained new employees to perform the tasks associated with running the recycling center.

**Relevant Coursework:**

**CG Society Workshops**

**Figure Painting** | Don Seegmiller

**Monster Painting** | Don Seegmiller

**Photo realistic Texturing** | Paul Fedor

**Animation Mentor** | April 2010 – Present | Bobby Beck, Carlos Buaenna, Shawn Kelly

Class 1 Mentor: Scott Lemer - Blue Sky Studios

Class 2 Mentor: Shaun Freeman - Reel FX

Class 3 Mentor: Mark Pudliner - Walt Disney Studios

Class 4 Mentor: TDan Hofstedt - Walt Disney Studios/Reel FX

**3d Character Development** | January 2007 – May 2007 | Greg Foertsch

Instructed by an art lead of Firaxis Games, gave insight on the internal workings of the game industry. Instructed on how to create normal maps, using zbrush, and industry modeling techniques.

**Skills:**

Working in Unreal Engine, Crazy Bump, Photoshop, Illustrator, Image Ready, Premiere Pro, 3d Studio Max 2010, Maya 2010, Cinema 4D, ZBrush, Flash MX, Fireworks MX, Corel Painter, Microsoft Office, Experienced with computer hardware and computer construction.

**Education:**

Maryland Institute College of Art. | September 2004 – 2008

BFA in Illustration with a concentration in animation – GPA: 3.42

CG Society Workshops

Figure Painting with Don Seegmiller | October 2009 – December 2009

Monster Painting with Don Seegmiller | January 2010 – March 2010

Photo Realistic Texturing with Paul Fedor | October 2009 – December 2009

Animation Mentor | May 2010 - Current

**Recognition:**

Deans List: Fall 2004, Spring 2005, Spring 2006, Fall 2006, Spring 2007

Awarded Presidential Scholarship Fall 2004