

Resume

3D Animator/Modeler, Video Composer

Joel Bellucci
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OBJECTIVE

Skilled, experienced, and versatile 3D and video compositing professional with 10 years of experience working with and generating digital media. Worked as a staff artist and as an independent contractor. Extensive background in the digital arts including hard- and soft-body modeling, texturing, and animation, still and video compositing, medical animations, forensic animations, product demonstrations. Experience creating media for broadcast, DVD, kiosk, and Internet distribution as well as for print. Self motivated, innovative, efficient, and works well under pressure, meeting all critical deadlines. Drawn to creative challenges. Seeks professional and freelance opportunities in 3D modeling/animation and video compositing.

PROFESSIONAL AREAS OF EXPERTISE

3D modeling and animation of hard- and soft-body objects • Photorealistic texturing & rendering • Product demos • Forensic re-creations • Video compositing including green/blue screening and extensive rotoscoping • Lightwave 3D • After Effects • Fusion • Premier • Flash • Photoshop • Illustrator • InDesign • Dreamweaver • MS Word/Excel/Office

WORK HISTORY

Clients have included universities, litigation support services, branches of the Federal government, marine conservation organizations, marketing companies, and National Geographic. Serving as visual effects supervisor for "Star Trek: Phase II", a webcast series recently voted by TV Guide as "Best Sci-fi Webisode".

EDUCATION

M.S. Marine Science, University of South Florida, 2004

B.A. Major: English Lit., Minor: Math, Loyola College, Baltimore, Maryland, 1993

References available upon request.