



# Ralph Thomas Davis III

3D Artist  
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www.3doftom.blogspot.com

## Skills

3D modeling  
3D production pipeline  
3D printing production  
Adobe After Effects  
Adobe Flash  
Adobe Illustrator  
Adobe Photoshop  
Adobe Premiere Pro  
Autodesk 3D Studio Max  
Character animation

Luxolgy Modo  
Microsoft Power Point  
Microsoft Word  
Newtek Lightwave 3D  
Pixologic Zbrush  
Sculpting  
Texturing  
Xsens MVN motion capture  
ZPrint  
ZEdit Pro.

## Education

The Art Institute of Washington, Arlington VA  
Bachelor of Fine Arts Degree in Media Arts and Animation  
Summa Cum Laude

*August 2005-December 2008*

## Work Experience

### **Sierra Nevada Corporation**

*June 2013- Present*

#### *Digital Artist II*

- ZPrinter 650 3D printer technician
- 3D modeling for 3d printing, 2D design, 3D and 2D animation and motion graphics, UI design, Storyboarding, Print design and layout, video editing and compositing, audio editing, Low poly 3d asset creation for real time simulation.

### **Carney Inc.**

*June 2010- June 2013*

#### *Digital Artist II*

- Created 3D, 2D animation and video assets for computer based training materials.
- User experience designer and asset creation for mobile courseware and award winning serious games.
- Graphic Design, team leadership, conceptualization, story boarding, 3D and 2D animation, texturing, rendering, compositing, video editing and sound editing.
- Successfully completed high quality projects under tight deadlines in a collaborative environment.

### **Oak Grove Technologies, LLC**

*May 2009- March 2010*

#### *Graphic Artist*

- Created and managed 3D, 2D and video assets for computer based training materials
- Pre-production scheduling, conceptualization, story boarding, 3D and 2D animation, texturing, rendering, compositing, video editing and sound design
- Successfully completed high quality projects under tight deadlines

## Freelance Projects

**Independent Game Developer** (Design Prototyping for table top strategy game)

*2013*

*Designer, Modeler, 3D print production*



**Independent Inventor** (Design and Prototyping for patented functional health product) 2013  
*Designer, Modeler, 3D print production*

**Blobert Entertainment, LLC** (Toy Design Prototyping) 2013  
*Designer, Modeler, 3D print production*

**Sci-Fi channel** (An Art Institute 3D animated short Production) 2008  
*Lead animator, Modeler, Project Manager and General Artist*

**Bull Whip** (3D Animation Production) 2008  
*Primary Artist*

**Team Impact** (3D Animation Production) 2007  
*Lead Artist, 3D Modeling/Animation, Project Manager*

### Achievements

3D Printer World Character modeling competition  
*4<sup>th</sup> Place Winner*

IDSA Launch Day 3D printing competition  
*Top Ten World Wide Finalist*

EvolveCG.net First Annual Hunter Challenge, 3D Modeling Competition, 2010  
*2<sup>nd</sup> Place Winner*

DC Special Interest Group on Graphics and Interactive Techniques (SIGGRAPH), 2009-present  
*Co Communications Chair*

The Art Institute of Washington Highest Achievement in Academic Program award, 2008

The Art Institute of Washington, Best in portfolio show award, 2008

The Art Institutes chapter of Alpha Chi Lambda, President, 2008

The Art Institute of Washington, Visually Wired Film Festival, 2008  
*Best Animation, Sci-Fi Mushrooms*

Crest Stock.com Photoshop Competition, 2007  
*1<sup>st</sup> Place Winner*

The Art Institute of Washington, Galactic Hero 3D Modeling Competition, 2007  
*1<sup>st</sup> Place Winner*