Shane R. Rinehart

3D Game Artist

EXPERIENCE

2015
DAVE School Productions (Orlando, FL)

Game Artist - *"Carbon"*
Vehicular combat video game production inside of Block 5 Dave school.

+ 3D Modeling and texturing of Leech car
+ Environment creation, and asset Building
+ Engine Implimentation and use of Perforce

Creation of Carbon at the Dave School gave me the great expeirence of working within a team as well as being on a production.

2013 - Present

Server - Outback Steakhouse
MCO Orlando International Airport (Orlando, FL)

Serves patrons by providing information to help companies selections; presenting ordered choices; maintaining dining ambiance.

+ Teamwork
+ Customer Service
+ Time management

2009 - 2013

Cashier, Stock - Old Time Pottery
Melbourne Village Plaza (Melbourne, FL)

Receive and disburse money in establishments other than financial institutions.

+ Customer Service
+ Knowledge of companys products
+ Cash handling

EDUCATION

2014 - 2015
The Digital Animation & Visual Effects School
Orlando, FL

2009-2012
Associates of Arts Degree
Florida State Community College
Melbourne, FL

PROFESSIONAL SKILLS

SOFTWARE

+ JIRA	+ Photoshop
+ Maya	+ Modo
+ Z-Brush	+ Perforce
+ Unreal Engine	+ Unity
+ 3D-Coat	+ Knald
+ Adobe Premiere	+ XNormal

Additional Skills
+ Painting in Oils, and Acrylics
+ Digital Painting
+ Drawing

ACHEIVEMENTS
+ Featured artwork in the Veria Art Gallery
+ Featured artwork at Florida State Community College Museum