

# John Albert BURNHAM

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## OBJECTIVE

As a seasoned developer of multimedia assets, I excel at the creation of 2D/3D animation and static imagery. In addition to an existing comprehensive software skill set, I have acquired newer application capabilities including many 3D rendering engines and rotoscope plugins during "quarantine induced" self-training sessions. I am a hardworking self-starter and enjoy working with people in team environments. I look forward to being a valuable addition to any team.

## EXPERIENCE

### **JAB Media Services - Novi, MI - 6/2000 - Present** **Freelance Multimedia Artist**

- Rigged/animated popular Pokemon characters for a Youtube production
- Authored multiple Flash elements for Chevy Zmags for Campbell Ewald Advertising
- Shot and edited two green screen music videos for local rock bands
- Edited several vignette style marketing videos for a local business
- Created illustration content for various client websites

### **XMCO / DSS (contract) - Sterling Heights, MI - 2016** **Graphic Support Artist**

- Created military specific vector line art over supplied photographs and storyboards
- Utilized my electronic schematic layout knowledge per requirement
- Programmed a variety of CorelDraw macro scripts to expedite time consuming processes

### **Nissan Automotive Virtual Garage (contract) - Farmington, MI - 2012 - 2016** **Digital Designer**

- Harvested Nissan/Infinity math-data for eventual commercial/promotional use
- Wrote object specific formula expressions in Excel for explicit "Bill of Material" filtering
- Viewed and corrected NURBS CAD data accordingly in RTT Deltagen software

Cont...

## **Team Detroit (The Park) – Dearborn, MI – 2011 – 2012**

### **CGI Artist**

- Rendered photo-realistic 3D images for the Ford “Build and Price” website
- Interacted with multiple art directors
- Utilized Deadline render farm software for project multitasking

## **Raytheon Professional Services – Troy, MI – 2005 – 2010**

### **2D/3D Generalist**

- Modeled, animated, textured and rendered 3D support graphics for tech training purposes
- Utilized TeamCenter software for all CAD acquisition

## **Word Pictures, Inc. – Warren, MI – 4/1995 – 2/2005**

### **Multimedia Developer**

- Authored dozens of CD-ROM/DVD based training programs in Flash / Authorware
- Created technical illustrations for General Motors Corvette collision repair manuals
- Animated / composited all 2D and 3D motion elements
- Avid MC1000 video editor for all technical training videos for General Motors

## **SOFTWARE SKILL SET**

- **Graphics/Illustration:** Full Adobe Suite, CorelDraw
- **Animation:** Maya, 3DS Max, VRED, KeyShot
- **Rendering Engines:** Arnold, Vray, Corona, VRED, Keyshot, Mental Ray, Deadline
- **Compositing:** After Effects, Boris Effects, Video CoPilot
- **Video Editing:** Final Cut Pro, Premiere, Avid, Davinchi Resolve
- **Interactive Authoring:** Adobe Animate (HTML5)
- **Scripting:** MEL, Javascript
- **Audio:** Ableton Live, Studio One, Pro Tools, Waves bundles, Fabfilter
- **Desktop Publishing:** Microsoft 360
- **Other:** Team Center, RTT Deltagen, JTtoGo

## **TRAINING**

**OTJ:** Autodidact, plus abundant “on the job training” knowledge for most software packages

**CGI rendering techniques:** Burrows CGI Render Studio / Team Detroit – OTJT

**3D modeling (Maya):** Schoolcraft College – Certificate of completion

**Avid Video Editing:** Media Power, Southfield, MI – Certificate of completion

**Audio/Video Training:** Specs Howard School of Broadcast Arts, Southfield, MI – Certificate of completion