

John Albert BURNHAM

Jabmediaservices.com
Plymouth, Michigan
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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