

# Joseph John Burrows

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## Skills

- Developing workflows for efficiently modeling 3D assets in 3D Studio Max
- Building 3D architectural assets and landscape props
- Level building in Unity 3D and Unreal as well as c# scripting in Unity3D
- Creating photo-realistic and hand painted, stylized textures in Adobe Photoshop
- Coordinating project development between clients, contractors and architectural designs
- Animating 3D characters for personal game projects and class materials geared toward film
- Working with supervisors, coworkers, and students in an online production environment
- Creating proposals and other marketing documents in Microsoft Office and Adobe Illustrator
- Compositing and Editing media and sound for demo reels in Adobe After Effects
- Maintaining and working within architectural and visual styles to maintain cohesive designs
- Character and prop sculpting and texturing for game characters in Zbrush

## Work Experience

<b>3D Training Institute</b>	New York, NY	Instructor	Jul 2009-Present
<ul style="list-style-type: none"><li>• Teaching modeling, texturing, lighting and animation in 3D Studio Max in an online training environment</li><li>• Teaching logo animation, architectural rendering, product modeling and character animation in 3D Studio Max</li><li>• Administration of spreadsheets in Microsoft Excel for student organization</li><li>• Layout, authoring and maintaining 3D Studio Max training videos</li></ul>			
<b>Ankrom Moisan Architects</b>	Portland, OR	Architect	Jul 2005-Jan 2008
<ul style="list-style-type: none"><li>• Coordinated architectural document sets in AutoCAD</li><li>• Construction administration for architectural projects</li></ul>			
<b>Lundin Cole Architects</b>	Portland, OR	Architect	Jan 2005-Jul 2005
<ul style="list-style-type: none"><li>• Design, detailing, and planning of architectural projects in AutoCAD</li></ul>			
<b>Soderstrom Architects</b>	Portland, OR	Architect	Jan 2004-Jan 2005
<ul style="list-style-type: none"><li>• Generated design books for specialized room designs on a hospital project in AutoCAD and Microsoft Excel</li></ul>			
<b>Phillips Architecture and Planning</b>	Bend, OR	Architect	Feb 2003-Jan 2004
<ul style="list-style-type: none"><li>• Created and managed drawing standards for architectural construction documents in AutoCAD</li></ul>			
<b>Soderstrom Architects</b>	Portland, OR	Architect	Nov 1999-Nov 2002
<ul style="list-style-type: none"><li>• Introduced 3D modeling and rendering to the company and created construction documents using AutoCAD</li></ul>			
<b>Zyscovich Architects</b>	Miami, FL	Architect	Jan 1998-Jun 1999
<ul style="list-style-type: none"><li>• Created 3D renderings to expedite approvals of building designs through city review boards in 3D Studio Max</li></ul>			

## Education

<b>The Art Institute of Fort Lauderdale</b>	Fort Lauderdale, FL
Bachelor of Science Degree in Game Art and Design	2016
<b>University of Miami</b>	Miami, FL
Bachelor of Architecture	1996
<b>3D Training Institute</b>	New York, NY

