

Casey Miller | Character Modeler
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:Education:

Bachelor of Science in Computer Animation

Full Sail University, Winter Park, FL

Coursework in Motion Graphics, Advanced Sculpture, Drawing, Painting

Western Carolina University, Cullowhee, NC

:Skills:

Software

- Maya, 3D Studio Max, Z-brush, Mudbox, Photoshop, After Effects, Premiere, Shake, Nuke, Unreal Engine, Final Cut Pro, xNormal, Topogun, Roadkill, Microsoft Office

General

- Time Management, Planning, and Team skills

Technical

- Organic and hard surface modeling of high, and low res, characters, environments, and props. Advanced understanding of UVing and shading principles. Advanced understanding of normal and displacement sculpting.

:Work Experience:

Roninfilm (August 2010 – Present)

- **Lavalanchula (Feature-2015)** - Modeled and textured digital double of hero character.
- **Cowboys and Engines (Feature-2014)** - Modeled and textured boil room environment assets.
- **Spiders 3D (Feature-2011)** - Modeled hero creature assets.
- **The New Kind (Web series-2010)** - Modeling supervisor responsible for delegating and tracking workload. Also modeling and cleanup of various assets.

Dropship Studios/Rad FX Studios (Short Feature-October 2011 – December 2011)

- Modeling and texturing of hero creature asset.

Oorah (October 2011 – December 2011)

- Modeled and textured characters, and props, for use in the Oorah: Fiveish Live 2012 Auction.

Vanishing Point (July 2010 – November 2010)

- Researched, modeled, and textured a BAE-146 Aircraft for online sale.