

Gautama Murcho

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www.di-g-tal.com

Profile

- Maintains a good balance of artistic and technical knowledge.
- Has a strong eye for composition.
- Has experienced and enjoys the energy of a teamwork environment.
- Brings a strong artistic approach to production.
- Excellent in time-management.
- Proficient in problem-solving technical and artistic issues.

Education

Full Sail University (March 2007 – February 2009)
Winter Park, FL

Bachelor of Science: Computer Animation

Brevard Community College (August 2005 – December 2006)
Melbourne, FL

Academic Awards (Full Sail University)

- *Valedictorian Award*
- *Advanced Achiever Award*
- *Course Director's Award: Compositing & Scene Finishing*
- *Course Director's Award: Computer Animation Production*

Software Skills

- Photoshop
- Maya
- Shake
- Nuke
- SynthEyes
- After Effects
- Corel Painter
- Final Cut
- Illustrator
- 3DS Max

Experience

Professional Experience

Imprint-Promotions / Custom Engraving (July 2005 – February 2007)

Digital/Design Specialist

Melbourne, FL

- Designed and prepared brochures, pamphlets and post cards for assorted clients seeking marketing tools in an intense, fast-paced environment.
- Designed and prepared various custom gifts and signs for assorted clients involving specialized apparel, household items, and vinyl vehicle accessories in an intense, fast-paced environment.
- Served as a sales representative and operated a cash register.
- Worked as a team of five with fellow graphic design/design artists.

Academic Experience

Full Sail University

Winter Park, FL

Lighting/Scene Finishing Team Lead: Software Technology (April 2008)

- Directed and performed lighting, rendering, and compositing for student animation short “Cave Job” amongst team of 24 CG students.
- Completed two Matte Paintings for background environment.

Open Lab Monitor (October 2007 – Present)

Opened, maintained and supervised computer labs for students to use outside of class hours.