

Joseph Seminerio

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Objective

To learn about the game creation process and be able to apply my current experience and skills to gain new knowledge and improve my understanding of the game industry.

Skills

- Construct detailed or simplified 3D models with 3DS Max and Maya while being cautious of vertices and polygon count.
- Texture 3D models with Photoshop, including diffuse, specular and bump maps.
- UV map models with 3DS Max and Maya to fit specific texture dimensions.
- Create graphic design elements with Adobe Photoshop, InDesign and Illustrator, such as logos, packaging, posters, advertisements and magazine spreads.
- Develop commercials, kinetic type, and animated videos utilizing Adobe After Effects and editing with Final Cut Pro or Sony Vegas.
- Create simple animations and renders using Maya with a basic understanding of lighting and shadows.
- Prepare 3D models for a game environment (scaling, materials, grouping, joints).

Education

Monmouth University (West Long Branch, New Jersey)

May 2014

- BFA with Animation Concentration.

Experience

3D Artist: Fresh-Prince Creations

July 2006– Present

- Create 3d models using Autodesk 3DS Max and Maya for “The Sims” video game franchise on PC.
- Texture and UV Map many game objects, vehicles and furniture using Adobe Photoshop and 3DS Max.
- Administrate website and maintain its social media pages (Facebook, Twitter, YouTube).
- Use game specific tools to convert 3d models to actual interactive objects in the game.