

# Randy Luttrell

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## Objective:

Seeking employment as a visual effects artist and/or 3D generalist

## Skills:

- Compositing visual elements and passes together in post production pipelines
- Brainstorming and implementing creative problem solving skills
- Modeling, sculpting, rigging, texturing, animating, and rendering in 3D applications
- Recording, mixing, and mastering audio
- Scripting languages HTML5, CSS, and some javascript
- Simulating different systems using compositing and 3D packages
- Working knowledge of resolutions, cinematography, and lighting

## Professional Experience:

**T1VR** – Working with a team of six to create multiple environments of Vancouver, WA locations in virtual reality for the Columbia River Economic Development Council for the Oculus Rift platform.

- **Responsibilities:** Storyline development, 3d modeling, texturing, visual effects, motion graphics, video content production.

**Anti-Nitrous Discrimination** – Working with a team of five to create an anti-bullying campaign through the use of a fictional alien race using a website, fictional blog, social media marketing, video series, and an animation.

- **Responsibilities:** Design and code a website to house all information and media, pre-production, filming, post production.

**Jazz-Hands** – Working with a team of five to create an interactive exhibit installation that places the user into an outdoor New Orleans environment for an experience of music and color using a Microsoft Kinect.

- **Responsibilities:** Work with individual audio tracks that are in sync but programmed to turn off and on independently, and visual effects.

**The Adventure of Gnombey** – A video featuring live action footage integrated with 3D characters and elements.

- **Responsibilities:** Film background plates, model, texture, rig, animate, render 3D characters, match move footage and cameras, visual effects, sound design, motion capture, compositing.