

## **Nick Martinelli**

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### **Work Experience**

May 10 - *present*

#### **Freelance**

*Generalist*

Worked with various houses in the New York area. Recent responsibilities have included rigging, ICE simulations, animation, lighting, tracking, rendering, critical thinking, etc.

May 08 - May 10

#### **Spontaneous, New York, NY**

*Staff Technical Director*

Involved in all aspects of production, but was mainly responsible for rigging, ICE simulations, animation, lighting and rendering. Also contributed heavily in critical thinking involving various technical issues of production.

May 07 - April 08

#### **Freelance**

*Generalist*

Worked with numerous companies in the New York Area on several on air spots. Responsibilities included look development, modeling, animation, lighting, tracking, rendering.

### **Program Proficiency**

- Autodesk Softimage
- eyeon Digital Fusion
- Pixologic ZBrush
- 2d3 Boujou
- Adobe Premiere Pro
- Adobe After Effects
- Adobe Photoshop
- PFTrack

### **Skills**

- Rigging / Animation
- ICE
- Modeling
- Excellent problem solver
- Able to learn new skills and programs quickly
- Excellent communicator and very easy going
- Organized and team oriented
- Lighting / Rendering
- Tracking
- Texturing / UVs

### **Education**

2001 - 2006

#### **Rutgers University**

BA in Fine Arts with emphasis in Animation