



# Travis Griffith



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## Objective

3D modeler with focus on Polygon and Sub-division character modeling

## Education

Full Sail Real World Education Winter Park, FL 2004  
Associate of Science Degree in Computer Animation

### Relevant Skills:

- 3D Polygon Modeling
- 3D NURBS Modeling
- Character Modeling
- Game Character and Scene Design
- Shading and Lighting
- Animation Fundamentals
- Character Animation
- Character Set-up
- Fine Arts Fundamentals

## Software

Maya • Photoshop • Shake • Final Cut • Autodesk Inventor

## Additional Skills

Managerial Experience  
Communication Skills  
Avid Gamer  
Expanded Knowledge of Physics and Motion

## Organizations and Awards

J.R Tucker High School F.I.R.S.T. Robotics Team  
Crew Chief

- 1st Place VCU Regional 2004
- 1st Place Chesapeake Regional 2004
- Best Engineered 2004
- Best Wiring 2004
- 2nd Place VCU Regional 2002
- Best Engineering 2002

National Technology Achievement Award From J.R Tucker High School

## Work History

Dominos Pizza Richmond, VA 1998-2003  
Customer Service Representative/Opening Manager

