

DERECK MCGHEE
ANIMATOR
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OBJECTIVE

CONTINUE CAREER AS A COMPUTER ARTIST. GAIN KNOWLEDGE AND SKILLS IN THE ANIMATION INDUSTRY. WORK WITH A TEAM TO CREATE ART SUITABLE FOR ANY EMPLOYER.

SKILLS

- MAYA
- 3DS MAX
- ADOBE PHOTOSHOP
- FINAL CUT
- ADOBE AFTER EFFECTS
- ADOBE ILLUSTRATOR
- DREAMWEAVER
- COREL PAINTER
- MACROMEDIA FLASH

RELATED EXPERIENCE

DAM SHORT FILM FESTIVAL, BOULDER CITY, NV
JULY 2006-FEB. 2007

RESPONSIBILITIES:

- CREATE 3D ANIMATED TITLE SEQUENCES
- EDIT DOCUMENTARY USING FINAL CUT

ADDICTED, LAS VEGAS, NV
DEC. 2007- PRESENT

RESPONSIBILITIES:

- ANIMATE CHARACTER MODELS
- FIX CHARACTER AND OBJECT RIGS
- INTEGRATE NEW IDEAS TO BETTER THE STORYLINE

UNRELATED EXPERIENCE

TAQUERIA CANONITA, LAS VEGAS, NV
DEC. 2005-PRESENT

RESPONSIBILITIES:

- EXPEDITE FOOD
- BUSS TABLES

EDUCATION

ART INSTITUTE OF LAS VEGAS, HENDERSON, NV
B.S. IN MEDIA ARTS & ANIMATION
3.8 CUMULATIVE G.P.A.