

# Glen Gramling

WWW.GLENWARP.COM  
 Glen@Glenwarp.com  
 506 Zachary Drive  
 Apopka FL, 32712  
 (407) 733-4464

## OBJECTIVE:

To acquire a career and achieve excellence in the computer graphics industry as a character modeler and/or technical director.

## EXPERIENCE:

**Graduate Teaching Associate (Instructor of record)**  
**University of Central Florida** **2006 – 2008**  
**Orlando, Florida**

Taught multiple courses in computer animation for the U.C.F. art department.

- Introduction to Computer Animation
- Digital Effects and Compositing
- Post Production Design

**Intern: Modeling / Generalist**  
**Maverick City Studios** **2005**  
**Orlando, Florida**

**Technical Director / Editor of Animation**  
*Der Schmetterling* **2004**  
**Orlando, Florida**

- Yahoo! Telemundo Film Festival
- Nominated for “Best animated short” in the Miami Short Film Festival

## SKILLS:

- Advanced digital sculpting
- Polygonal and NURBS modeling
- Dynamics and compositing
- Intermediate knowledge of rigging
- Intermediate knowledge of Mel, and Python
- Advanced rendering techniques
- Works well in team environments
- Learn new software and techniques quickly
- Traditional art background
- Creative writing and story telling

## PROGRAMS:

- Autodesk – Maya
- Mental Images – Mental Ray
- Softimage - XSI
- Next Limit - Real Flow
- Pixologic - Zbrush
- Autodesk - Mudbox
- Maxon - Cinema 4D
- Adobe - Photoshop
- Adobe - After Effects

## EDUCATION:

**Masters of Fine Art – Studio Art and the Computer** **2006 - 2009**  
 University of Central Florida  
 3.89-GPA

**Bachelors of Fine Arts – specialization computer animation** **2003 – 2005**  
 University of Central Florida