

Anthony Arutunian
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Education

BFA, Computer Art (2D Animation) Savannah College of Art & Design, August 2004

Professional Skills

Accomplished and motivated character designer, animator, 3D Modeler, and CAD Operator with over seven years of design & modeling experience in 2D & 3D Animation, Graphic/Game Design and Illustration.

- Very skilled in graphic design/layout and illustration using traditional and digital media.
- Exceedingly adaptable and able to learn new skills, tools, and concepts very quickly.
- Creative problem solving, ability to visualize mentally and translate concepts into designs.
- Proficient in Photoshop, Illustrator, Premiere, After Effects, 3Ds Max, ZBrush, AutoCAD, Inventor, & SolidWorks.

Experience

I have been freelancing since 2006, working on a variety of projects including: promotional work for various bands and bars/clubs, t-shirt design/printing, user interface design, character design, modeling, texturing, and animation for UDK and mobile platforms, illustration, graphic design, and even mural painting. I work hard to develop a wide range of skills and learn them well. Of course, one can never really peak, and so I continue to work to learn and improve. I am very adaptable and learn quickly. From 2015 - early 2017, I worked as art director at Mahrtec.com, a small independent studio in Irvine, CA. During my time there, I was responsible for concepting and creating art assets, ensuring quality throughout the production pipeline, and delivery on tight deadlines.

- 2012-2015: Piping designer/CAD modeler at Kuljian Corp. in Bensalem, PA
Responsibilities included equipment modeling/design & piping design for coal fired power station.
- 2006-current: Various freelance work. Mostly graphic design, illustration, & animation.

Portfolio

<https://www.seriouslyugly.com/gallery.html>

Honors and Awards

2001 L. Ron Hubbard's Illustrators of the Future finalist, Quarter 1 winner.

References

available upon request