

Craig Buchanan

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Skills:

Main:

- Autodesk Maya
- MEL / Python scripting
- jEdit, Eclipse IDE
- Rigging / Animation
- 3D Math (matrices, vectors)

Additional:

- Unreal Dev. Kit, Unity
- Motionbuilder
- Adobe Photoshop
- Adobe After Effects
- Final Cut Pro

Experience:

3D Artist, Freelance

March 2011 –
August 2011

- Shaped 3D assets for clients.

Scripting Intern, Full Sail University, Winter Park, Florida

October 2009 –
January 2010

- Researched object-oriented programming in Python for utilization in Maya.

Editor, WBFF, Baltimore, Maryland

October 2006 –
September 2007

- Abridged video sequences for broadcast, digitized videotapes.

Editor, WBOC-TV, Salisbury, Maryland

October 2003 –
May 2006

- Abridged video sequences for broadcast, obtained video feeds, manipulated the teleprompter on air, proofread scripts.

Education:

School:

Graduation:

Full Sail University

Oct 2009

Winter Park, Florida

- Bachelor of Science Degree
 - Computer Animation
- Global Professional Standard: 102

University of Maryland, Baltimore County

May 2003

Baltimore, Maryland

- Bachelor of Arts Degree
 - Imaging and Digital Arts

Honors & Awards:

Advanced Achiever, Salutatorian (Full Sail):

October 2009

Dean's List Honors (UMBC):

Spring 2002

Academic Honors (UMBC):

Fall 2000, Spring
2002, Spring 2003