

# David C. Bittorf

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## Objective:

Work as a 3D artist at a successful studio

## Education:

Bachelors Degree, Art 2003  
University of Wisconsin-Madison

## Awards:

Teacher of the Year 2010 - Platt College

## Experience:

### Anatomy Book

Illustrator  
(Photoshop, InDesign)  
[2009 - 2010]

Illustrated anatomically accurate muscles on humans doing various exercises.  
Designed page layouts to help communicate complex information to reader.

### Product Patent Design

3D Artist / Animator  
(Maya, MotionBuilder)  
[2009]

Modeled 3D visualizations of exercise equipment to submit to patent companies.  
Animated 3D characters demonstrating potential exercises on equipment.

### Private Tutor

Instructor  
(Maya, Z-Brush)  
[2007 - 2009]

Instructed clients one-on-one with Maya and Z-Brush.  
Designed customized tutorials and lessons to meet individual project needs.

### Digital Media Academy

Instructor  
(Maya, Z-Brush, 3DSMax, Unreal)  
[2006 - Present]

Taught advanced Maya, 3DSMax, Z-Brush and Unreal Game Engine workflow.  
Instructed a variety of students including industry professionals and instructors.

### Platt College

Instructor  
(Maya, Boujou, MotionBuilder)  
[2006 - Present]

Taught modeling, texturing, rigging, dynamics, rendering and animation.  
Developed curriculum and taught summer program for high school students.

## Software Knowledge:

Maya / Mental Ray / Z-Brush / MotionBuilder / UV Layout / Boujou / Unreal Engine / Adobe Creative Suite / 3DSMax