

# DAVID C. BITTORF

3D MODELER / UV LAYOUT / TEXTURE ARTIST

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## TEACHING EXPERIENCE:

*PLATT COLLEGE* | 2006 - CURRENT

Over 10 years College Teaching Experience. (Maya / Z-Brush)

Taught: Modeling / UV Layout / Texture / Rendering / Lighting

Awards: Teacher of the Year 2010 and CG-VFX Instructor of Year 2012

*DIGITAL MEDIA ACADEMY* | 2006 - 2011

Taught Week Long Summer Camp Courses in Maya / Z-Brush / Unreal.

Students Range from Teens, Adults and Educators

Digital Media Academy was recognized as the #1 Technology Camp for Adults

## PROFESSIONAL PROFILE:

*BASIC AGENCY* | 2014 - 2015

Posed and Lit Character for "The Order 1886" Box Cover Art.

My Art was used at E3 during the initial announcement of this PS4 game.

Worked on various 3D product visualizations for private clients.

*GEMVERA* | 2013

Modeled / Textured / Rigged a female character for Gemvera, an Online Jewelry Store, to use as Poseable Mannequin.

*TURBOSQUID* | 2013 - CURRENT

Created one of the Largest 3D Anatomy Libraries on Turbosquid, the world's largest online stock 3D marketplace. My Models have sold all over the world.

Awards: Professionally Certified by Advisory Board and Highest Sales Status Reached.

*iPhone / iPad Apps* | 2013 - 2015

Create 3D Graphics for iPhone and iPad Apps. Apps include Medical Reference, Slot Machines, and Photo Hunt. Was Responsible for 3D graphics and Graphic Design of apps.

Awards: Featured in Apple's App Store as "What's Hot"

*ATTIC DOOR PRODUCTIONS* | 2005 - 2008

"The 13th Doll" the trilogy of Trilobyte's "7th Guest". Modeled Environments for this Fan Based Game Funded by Kickstarter. Worked with a team of People from Around the World.

## EDUCATION:

University of Wisconsin- Madison

Bachelor's Degree, Art 2003

## REFERENCES:

Upon Request