

# Trevor J. Krumm

## Shading & Lighting Artist

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Northridge, CA 91326

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### **Objective**

To acquire a position at as a Lighting Artist

### **Education**

- Full Sail Real World Education  
Winter Park, FL May '05 – Jul '06  
Associate of Science Degree in Computer Animation  
Graduation: August 4, 2006
- North Carolina State University  
Raleigh, NC Aug '02 – Dec '04  
5 semesters of study in computer science

### **Academic Experience (position relevant)**

- Computer Animation Project  
Advanced study in texturing & lighting
- Shading and Lighting  
Shading and Lighting Photo Realistic Scenes
- Compositing  
Lighting CG Elements to match live footage
- Visual Effects  
Creation of a dynamics based effect including texturing and lighting
- Game Character and Scene Design  
Team based creation of many game assets including texturing and lighting within game limits

### **Industry Experience**

- Bling Imaging – Fernando Zorilla / Paal Anand (Supervisors)  
Maya General Artist – Royal Caribbean Project
- Terrasynth LLC. - Nathan Gilder (Supervisor)  
Lighting – ICMedia Project (Tent Scene)

### **Work Experience**

- Delmonico's Steak & Lobster House – Server  
Multitasking, time management, social skills
- NC State University Intramural Referee  
Leadership, Quick thinking, Good judgment, Team player

### **Skill Strengths**

Digital Lighting

Shading  
Networks

Texturing

Rendering

Basic Coding  
Abilities

MEL Scripting

### **Software**

Maya

Adobe Photoshop

Apple Shake

Mental Ray

Basic Knowledge  
of ZBrush

Learning  
Renderman