

Nick Martinelli

www.nickmartinelli.net

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Work Experience

May 10 - *present*

Freelance

Generalist

Worked with various houses in the New York area. Recent responsibilities have included rigging, ICE simulations, animation, lighting, tracking, rendering, critical thinking, etc.

May 08 - May 10

Spontaneous, New York, NY

Staff Technical Director

Involved in all aspects of production, but was mainly responsible for rigging, ICE simulations, animation, lighting and rendering. Also contributed heavily in critical thinking involving various technical issues of production.

May 07 - April 08

Freelance

Generalist

Worked with numerous companies in the New York Area on several on air spots. Responsibilities included look development, modeling, animation, lighting, tracking, rendering.

Program Proficiency

- Autodesk Softimage
- eyeon Digital Fusion
- Pixologic ZBrush
- 2d3 Boujou
- Adobe Premiere Pro
- Adobe After Effects
- Adobe Photoshop
- PFTrack

Skills

- Rigging / Animation
- ICE
- Modeling
- Excellent problem solver
- Able to learn new skills and programs quickly
- Excellent communicator and very easy going
- Organized and team oriented
- Lighting / Rendering
- Tracking
- Texturing / UVs

Education

2001 - 2006

Rutgers University

BA in Fine Arts with emphasis in Animation