

**Seth Meshko**  
3D Character Designer & Rigger  
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**OBJECTIVE:** Technical Director of 3D Character Development.

## **AREAS OF EFFECTIVENESS**

### **CHARACTER DEVELOPMENT**

- Developed 3D Characters throughout production pipeline.
- Creation of model packs using traditional drawing skills and 2d Imaging software
- Modeling of 3D characters
- Texturing of 3D characters.
- Rigging of 3D characters.
- Animation of 3D characters.

### **STORY DEVELOPMENT**

- Written for animated stories.
- Scripted for animated stories.
- Storyboarded for animated stories.
- Created animatics for animated stories.

### **PROJECT MANAGEMENT**

- Formed team of professionals for completion of project.
- Directed animation team of ten in development of animated short.
- Managed project timeline by creating scheduling signoff documents in addition to direction via email and phone communication.
- Managed people ensuring continuous workflow among individuals of differing skill sets.
- Reported Regularly to senior producer.

### **COMMUNICATION SKILLS**

- Maintained constant contact with both distant and in studio artists.
- Successfully conveyed vision of project to team members.
- Kept communication lines open with Producer.
- Integrated Producer's requests and mandates into project.

### **EMPLOYMENT HISTORY**

- 3D Artist, Symbionix, Denver, Co.  
September 2005 - present.
- Director of Animation, *42 Productions*, Boulder, Co.  
December 2004 .
- Character Developer, *42 Productions*, Boulder, Co.  
May 2004 - Aug. 2004.
- Animation Lab Technician, *CUDAC*, Denver, Co.  
August 2003 - January 2005.

### **EDUCATION**

- Bachelors of Fine Arts, with an emphasis in 3D animation.  
University of Colorado and Health Sciences, Denver, June 2005