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email: [rdh@prevalent.biz](mailto:rdh@prevalent.biz)  
3D Artist showreel: [3D.prevalent.biz/](http://3D.prevalent.biz/)  
Motion Graphics showreel: [mg.prevalent.biz/](http://mg.prevalent.biz/)  
Rigger showreel: [rigger.prevalent.biz/](http://rigger.prevalent.biz/)

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## KEY SKILLS

- ✚ 3D Artist Modeler: Mesh Modeling (Organic/Hard Surface), Mudbox to Maya & 3DS Max Workflow, ZBrush, Hi to Low Poly, UV Layout Pro, Retopology, Texture Maps with Photoshop & Mudbox: Normal, Displacement, Bump, Specular, Cavity Maps, Shader Networks, Quixel NDO2, DDO, 3DO, Substance Painter, Marvelous Designer, Make Human, Unreal Engine 4, Blueprint, Unity 3D.
- ✚ CG Generalist: Lighting, Global Illumination, V-Ray, Mental Ray, iRay, Virtual & Augmented Reality Stereo 360 Rendering. VFX: Particle & Fluid Dynamics, Rayfire, DMM, Havok Tools, FumeFX, Pflow.
- ✚ 3D Animator: Expertise with Maya and 3DS Max: Technical & Character Animation, Keyframe, Motion Capture, Blendshapes, Lip Sync, Camera, Motion Builder, Graph (Curve) Editor, Trax Editor.
- ✚ Rigger: Biped, Quadraped, Creature, Vehicle Rigging, FK/IK, Set Driven Key, Paint Skin Weights, Deformers, Blendshapes, HumanIK, Unreal Anim Riggings Toolset (ART), Advanced Skeleton.
- ✚ 2D Animator: After Effects, Toon Boom Animate Pro, Spine, Adobe Edge, Flash, Motion Graphics.
- ✚ Illustrator: Anatomy and Life Drawing, Photoshop, Illustrator, Character and Set Design.

## WORK EXPERIENCE

### **3D Artist/Producer**

2006 - present

Prevalent Entertainment, Inc. - Las Vegas, NV, Los Angeles, CA

- ✚ Creator/Animator of the CG animated feature films LIFE'S A JUNGLE and THE PRODIGY now in successful worldwide distribution by Phase 4 Films. Managed every facet of production.
- ✚ 3D Virtual Reality Content Producer: Medical Industry VR Animator for AppliedVR.
- ✚ 3D Artist: CG Artistry, 3D Animation, Virtual & Augmented Reality on Marvel's Avengers Station.
- ✚ 3D Generalist: 3D Art and Animation at The Third Floor Productions on the film Brilliance & others.
- ✚ 3D Generalist: Create Virtual Reality animated films for HoneyVR.com, Domemaster 3D.
- ✚ 3D Generalist: 3D Art, Animation, Motion Graphics, Film Production for JAG Global Learning.
- ✚ 3D Generalist: Modeling, Texturing Animation of virtual 3D re-enactments for DK Global, Inc.
- ✚ 3D Generalist: Animation, Modeling of virtual 3D re-enactments for Courtroom Animations.
- ✚ Head of Animation: Development Head of 3D technologies: OpenGL 3D Engine Platform, ASR, NLP, Augmented Reality (AR), 3D Artist, Animator, Animated Film Dev for XST, Inc.
- ✚ Head of Animation: Modeling, animating, rigging for Fotocomics Productions on Previs Animation for the film WHITESHOE. Also 3D Artist on the final CG and VFX shots for the film.
- ✚ Technical Multimedia Support Analyst for Sony Pictures and Universal Pictures on the blockbuster feature films: SPIDERMAN2, SPIDERMAN3, and WAR OF THE WORLDS.
- ✚ 3D Generalist: 3D Artist, animator and rigger for ZCG, Inc. on their 3D games.
- ✚ Senior Rigger of super heroes for Stan Lee Productions and Vicon Studios on NHL Guardian Project
- ✚ UI/UX Developer: 3D Artist for UI and Cinematics for Elixir Bet Limited and Athgo Global, Inc.
- ✚ Film and TV Music Producer: 20 year Publishing contract with the Universal Music Group.

### **Project Manager - 3D Feature Film Animation**

2006

Walt Disney Studios - Burbank, CA

- ✚ Administer and implement technologies that manage the feature film production pipeline.
- ✚ CG Asset tracking and sharing during creation, revision, shot production, and shipment in conjunction with an overseas studio, from pre-production through post. Assignment Complete.

## **Feature Film Animation and Technology Specialist**

1997 - 2005

DreamWorks SKG - Glendale, CA

- ✚ Animation Technology Specialist for feature films animation and live action divisions.
- ✚ Worked on SHREK, SHREK2, MADAGASCAR, SHARK TALE, OVER THE HEDGE, & others.
- ✚ Provided technical support and training for Animators, Visual Development, Story Illustrators, Layout, Archiving, Story Development, Avid Editorial, Producers, and Directors.
- ✚ Expertise with Maya Animation, Rigging, Previs Animatics and CG production workflow.
- ✚ Setup and operated a Final Cut Pro editing and sound design bay for the Film Music department.

## **Engineering Coordinator**

1988 - 1997

Hughes Research Laboratories - Malibu, CA

- ✚ DBA, Technical Admin for Engineering Dept, Project Management, Manpower Analysis & Planning.
- ✚ Liaison with Graphic Arts Department, Graphic Arts Design and Web Design using Photoshop, QuarkXPress, PageMaker, Premiere, Illustrator, Strata Studio Pro. Software Development, UI/UX.

## **Engineering and Material Science Research Analyst**

1984-1987

UCLA Physics and Engineering Laboratories - Westwood, CA

- ✚ Research Development Engineer: Project Manager using thin film deposition of atomic particles in vacuum systems, Plasma Particle Physics, Thermodynamics, Electromagnetism, Acoustics.

## **EDUCATION**

- ✚ UCLA - Los Angeles, CA **Bachelor of Science Degree in Physics**  
**emphasis: optics, particle physics, acoustics, thermodynamics**
- ✚ De Anza College - Cupertino, CA **AA Degree**  
**emphasis: Engineering, Engineering Drafting**

## **TRAINING**

- ✚ Gnomon Workshop - MAYA and 3DS Max, Modeling, Rigging, Lighting, Rendering, Dynamics.
- ✚ CG Academy - MAYA and 3DS Max, Animation, Lighting, Modeling, Rendering, VFX.
- ✚ Dreamworks Training - Maya, After Effects, Unix, Photoshop, AVID/Final Cut Pro Editing, Nuke.
- ✚ CompTIA - **A+ Certification in Technology: Hardware and Software.**

## **ADDITIONAL SOFTWARE SKILLS**

V-Ray and Domemaster 3D Virtual Reality Stereoscopic 360 Rendering, Blueprint, Unity Mecanim & Mixamo, Perforce Software, Nuke, Fusion, After Effects Trapcode Suite, VUE, Marvelous Designer, Shave and a Haircut, RapidRig, Plant Factory, RealFlow, Particle Illusion, AfterBurn, Marmoset TB, Golaem Crowd, ProTools, Logic Audio, Reason, Avid, Final Cut Studio with Motion, AutoCAD, Revit, OmniPage, DVD Authoring, Windows/Mac OS, Linux, MEL, Dreamweaver, Javascript, C#, C++, CSS3, HTML5, WordPress

## **HARDWARE SKILLS**

Render Farm construction and maintenance, Network Sys Admin. PC System Construction/Support: CPU, Motherboard, RAM, Drives, DVD Burners, PCI Video Cards, RAID, Avid/Final Cut Pro/ProTools Buildout

## **OTHER SKILLS AND AFFILIATIONS**

Life Drawing, Painting, Digital Video/Still Photography, ASCAP & BMI Performing Rights: Songwriter and Music Publisher 30 year Membership: Gnomon Workshop Mentor, UCLA Alumni, National Forensic League