

# Steven M. Smurzynski

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## Career Focus

Creative, results oriented with proven modeling, lighting, and rigging skills. Worked with cohesive teams with the goal of creating fluent and believable animations. Seeking to parlay solid artistic and design skill in the construction field to grow with an opportunity to become an Animation professional.

## Professional Experience-Architecture/Construction

GE Healthcare

Milwaukee, WI.

April 2017 to Present

### Designer/Drafter Healthcare Digital Services

- Create documents that provide the square footage coverage for a preliminary area for telemetry in a hospital.
- Use AutoCAD to clean given drawings to provide a clear layout of the hospital.
- Utilize the proprietary software to create documentation for preliminary coverage of telemetry based on marked-up documents from Sales Representative.

ATG

Lombard, Illinois

February 2015 to April 2017

### Project Associate

- Update blueprints for hospitals to make dimensionally correct blueprints in AutoCAD
- Survey building to get proper dimensions to create precise blueprints
- Utilize information from survey to create a proper space file of all the room names and numbers.
- Utilize a proprietary software to create space plans for hospitals

## Professional Development

### iAnimate.net

Feature Animation Workshops 2-5

- Working with bi-pedal characters to create believable performances
- Working on body specific mechanics to create the illusion of weight
- Creating shots that evoke emotion that warrant no explanation
- Closeup animations focused on facial acting and lip-sync
- Full body animations that cover acting and lip-sync

## Professional Skills:

Proficient in AutoCAD, Product Apprentice, Microsoft Office Products, 3D studio Max, Maya

Zbrush, Final Cut Pro, Aftereffects, UDK

Flash, Photoshop, Premiere

Autodesk Inventor, Adobe Illustrator, Adobe Indesign

Knowledge of MEL script and C++

Capable of building and repairing entire computer systems

## Representative Coursework:

Maya

3Ds Max

3D CAD

AutoCAD

Inventor

3D Animation

2D Animation

## Education

**DePaul University**, Chicago, Illinois

Bachelor of Science-Animation 2009-2013

**Moraine Valley Community College**, Palos Hills, Illinois

Architecture Certificate 2009-present

3D CAD Certificate 2010-present

Autodesk Inventor Specialist 2010-present

Animation Certificate 2006-2009

AutoCad Specialist Certificate 2006-2014

Mechanical CAD Specialist Certificate 2012-2014

**Illinois Institute of Technology**, Chicago, Illinois

Architecture and Design 2005-2006

**Walt Disney World** Parks and Resorts, Orlando, Florida

Internship with Disney College Program 2012

## Professional Development

### Product Apprentice

- Trained in use of proprietary software developed for GE. Built on the base of Microsoft Visio.

### AutoCad 2017

- Utilize Autocad to clean architectural files to be used in Product Apprentice to create square footage coverage for a variety of different coverages for hospitals, i.e. Telemetry, Cellular, and Corometrics.
- With latest updates able to import PDF files created from Autocad and create clean and legible drawings for Product Apprentice

## Professional Experience-Animation

Created a final project working with a team of artists to make a cohesive story

Utilized motion capture files to get realistic looking animations

Displayed a variety animation styles in a creative Demo Reel

Produced live action videos

Drew web-based shorts inspired by Hollywood or anime

Designed motion graphics for film titles and commercials