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## Marc Levi

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### Objective

A motivated 3D modeler looking for a position where my skills and passion for organic modeling can be put to use in a positive, team environment.

### Software

#### Autodesk 3ds Max and Maya:

Organic Modeling  
UV Mapping  
Animation  
Lighting

Hard Surface Modeling  
Texturing  
Rigging  
Rendering

#### Adobe Photoshop:

Texture Creation  
Color Correction

Photo Manipulation

### Experience

#### Collins College, Phoenix, AZ

August 2002 – Current

##### *Instructor*

Taught students in various methods of modeling polygonal objects, texturing, and the rendering process. Led groups of students in team based projects from concept to completion. Developed new projects and instruction methods for an ever evolving industry.

#### Roykop Productions, Tempe, AZ

December 2001

##### *3D modeling, animation*

Modeled and animated a 3D representation of the human mouth to help demonstrate how certain conditions affect speech impediments, and how they can be helped.

#### 2 x 4 Studios, Tempe, AZ

June 2001 – August 2001

##### *3D modeling, animation*

Worked on models and animation in Maya to help demonstrate the effect of spinal related injuries. Also worked on editing and putting the video together.

### Education

#### Collins College, Tempe, AZ

December 2003 – January 2005

Bachelor of Arts degree in Animation

#### Collins College, Tempe, AZ

September 2000 – February 2002

##### *Valedictorian*

Associate of Occupational Studies in Animation