



[ [coppoletti.co](http://coppoletti.co) ]

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## EDUCATION

( Aug 2014 - May 2018 ) **Miami University (Ohio) Interactive Media Major Computer Science Minor 3.9 GPA**

## PROFESSIONAL EXPERIENCE

- ( Jan 2018 - present ) **Digital Sculptor at LifeFormations Creative Group** [ [lifeformations.com](http://lifeformations.com) ]
- Worked directly with clients from Disney, Fox, Universal, Blue Sky and Dollywood.
  - Responsible for designing life-scale animatronics and statues of iconic characters.
  - Split, keyed and articulated models with ZBrush for 3D printing, casting, and molding.
- ( Aug 2017 - May 2018 ) **Graphic Designer on Miami University Esports Club Executive Board**
- Organized events and crafted event marketing materials attracting 150+ attendees.
- ( May 2017 - July 2017 ) **Technology Coordinator and Instructor at iD Tech** [ [idtech.com](http://idtech.com) ]
- Created 3D, web, & game design lessons for eight understudies on a weekly rotation.
- ( May 2016 - May 2017 ) **Lead 3D Artist on Brukel Game** [ [brukelgame.com](http://brukelgame.com) ]
- Constructed Agile environment art pipeline, oversaw model quality checks.
  - Produced WW2-era props and characters for historical horror game.
- ( Sep 2015 - Dec 2017 ) **Virtual Reality Technician at Miami University Engaging Technology Lab**
- ( May 2015 - Jan 2016 ) **Front End Developer at Lampros Labs Startup** [ [lamproslabs.com](http://lamproslabs.com) ]
- ( May 2015 - Sep 2015 ) **Lead Character Artist at Graphic Creative Startup**
- Created character art pipeline from ground up. Led photoshoots and research.
  - Oversaw a team of texture artists, riggers, and modelers and delegated tasks.
- ( 2009 - present ) **Freelance Illustrator, Digital Artist & YouTube Partner**
- 3D models and illustrates for various clients including Cambridge University Press.

## SKILLS

**2D & 3D Design** - Adept with Photoshop, Illustrator, Premiere, 3DS Max, Maya, ZBrush, and Substance Painter.

**Object-Oriented Programming** - Writes predominantly Java but understands C#, C++, Python and Ruby.

**Team Leadership** - Organized numerous projects and teams utilizing Agile/Scrum methodology.

**Web & Interactive Design** - Uses JavaScript/jQuery, SCSS, HTML, MongoDB, Jekyll, Meteor and PHP.

**Game Art, Design, & Code** - Attends monthly game jams; works with Unreal and Unity game engines.

**Mentor** - Years of experience advising apprentices, releasing tutorials, teaching and tutoring.

## RECOGNITION & AWARDS

Finalist at E3 Social Game Jam 2016 hosted by the ESA and AARP - Furrow

Best Digital Game at AIMS Games Festival 2015 - GRAVITY

Second Place in Robotics 3D Art Competition hosted by CG Cookie - Projekt Valour

Miami University's Excellence in Games & Outstanding Games Senior - Technical Achievement Grad Awards

Graduated Summa Cum Laude, Miami University's Dean and President's Lists, Creative Arts Scholar