



ferris webby

| CG Artist |

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• **QUALIFICATIONS** •

Advanced Skills in:

Maya Mudbox
Python HTML/XML/CSS
MEL Linux/Unix
mental ray Mac OS
ZBrush Windows OS

Intermediary Skills in:

Modo Premiere
Photoshop Final Cut Pro
After Effects 3D Studio Max
PERL Javascript

Experience with:

Renderman
Blender
C++/OpenGL
Java

• **EDUCATION** •

2003-2007 3D Animation MFA, Rochester Institute of Technology Rochester, NY
1999-2003 Computer Science BS, King's College Wilkes-Barre, PA

• **HONORS AND POSITIONS HELD** •

Degrees

Master of Fine Arts in 3D Animation with Cum. GPA of 3.9
Bachelor of Science in Computer Science with Cum. GPA of 3.8

Other Honors

Film "Beetle Blasphemy" selected to be part of Student Films Across America Festival and was also chosen as a selection for the 2008 Bend Film Festival, the 2007 Sevincer Animation Festival, the 2007 Independents' Film Festival, and the 2008 Phoenix Film Festival

Film "The Keeper" selected to be screened at the RIT Honors Show and has been selected for numerous festivals including Quittapahilla (Best Student Film), Moondance (Semi-Finalist), and Triggerstreet (Finalist) Festivals

Nominated for the 2009 Richard and Virginia Eisenhart Provost's Award for Excellence in Teaching
FJORG! Viking Animator at SIGGRAPH 2007

-Animation from competition was screened at SIGGRAPH's Animation Theater event.

Received Telly Award for RIT 175th Documentary Animation
Eagle Scout

Positions Held

Animation advisor for School of Film and Animation Faculty Search
RIT Renderfarm Administrator

• **EMPLOYMENT** •

8/2007-present Assistant Professor, Rochester Institute of Technology Rochester, NY

- Professor of various classes including 3D Animation, Lighting, Modeling, Scripting, and Particles
- Authored various classes for such 3D topics as Advanced Lighting, Advanced Modeling, and Cinematography
- Authored a 100+ page rigging how-to pdf for Rigging Workshop class for free use by students
- Thesis film advisor for numerous undergraduate and graduate RIT students

8/2005-6/2007 3D Content Creator/Interactive 3D Programmer, 3D Energy Victor, NY

- Created stereoscopic 3D content for advertisement spots and 3D Interactive software on the web
- Worked on projects for companies such as Intel, Xerox, Boeing, and Durst

6/2002-8/2003 Computer Administrator, Sovia Inc. Wilkes-Barre, PA

- Administered and maintained all in-house computers
- Maintained company's business database