



PETER KLIMEK
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Skills:

- Producer / Technical Director / Designer
- Game Developer / 3D Modeler / Texture Artist
- Motion Graphics Artist, Editing, Compositing

Professional Experience:

Producer/ Creative Director
Nov 2005 to present

Cinedreams, San Francisco, CA
Responsibilities include technical directing, graphic creation and manipulation, video editing / engineering / switching, computer networking, camera operation and shading, videotape operation, projection, rigging, lighting, and audio engineering for live shows and events including concerts and television programs.

Art Director
May 2005 to present

Killer 3D, San Francisco, CA
Create 3D animation for various projects including broadcast television content, videogame graphics, and web content. Worked to develop Crystal Render, an e-commerce site specializing in producing customized etched crystals deriving from customers uploaded 3D files included in online orders.

Graphic Artist / Web Designer
Jan 2002 to Apr 2002
Oct 2002 to Jan 2005

Media Resource Exchange, Las Vegas, NV
Developed and maintained web site including creation of graphics and 3D web content. Programmed proprietary interface for company software. Conducted several photo shoots and created graphic artwork for a clothing catalog.

3D Modeler
Apr 2002 to Oct 2002

Kaon Interactive Inc., Maynard, MA
Developed real-time photo-realistic 3d objects for use in web-based 3D viewer. Worked with software engineers to create and improve tools for production use by the 3D modeling team. Clients include Sony, Panasonic, Palm, Nokia, Dell, Casio, Ford, Bose, Toshiba, Cisco, Fisher-Price.

Demo Artist / Technical Engineer
Aug 1998 to Jan 2001

Impressions with Software, NY, NY
Responsibilities included creating special effects for client productions, as well as conducting training seminars of Maya, Smoke, and Flame. Clients include HBO, NYSE, and Bloomberg Television.

3D Artist / Post Processing Technician
Jul 1995 to Jul 1997

Acclaim Entertainment Inc., Glen Cove, NY
Responsibilities included creating 3D animation for full motion video title sequences for *WWF: In Your House* and *NHL Breakaway 98* video games. Responsible for modeling and texture mapping of characters for *NBA Jam Extreme* video game. Responsibilities also included capture and conversion of raw video, optimization, and palette reduction of imagery used in full motion video game sequences and 2D sprites. Created 3D content for *The Pipe*, a video game television network. Directed the WWF superstars and compressed the full motion video sequences for *WWF: Raw Is War*. Processed and compressed full motion video sequences for *Magic: The Gathering*. Also worked on *Quarterback Club*, *Frank Thomas Big Hurt Baseball*, *Batman Forever*, *George Foreman For Real Boxing*, *Allen Trilogy*, *Dragonheart*, *Iron Man XO Manowar*, *Batman & Robin*, *Fantastic Four*, *NBA Jam TE*, *X-Men*, *College Slam*.

Animator
Sept 1993 to Jul 1995

New York Institute of Technology, Central Islip, NY
Responsibilities included creating 3D animations and conducting demonstrations of new technology.

FREELANCE
Sept 1993 to Present

Pro Image Studios, Islandia, NY
Created 3D content for *Sports Advisors*, a sports program. Produced graphics and contributed in set design for the game show *The Long Island Challenge*. Designed 3D Animation for lenticular phone cards.

CallCO Animation, Huntington, NY

Created 3D animation for Marker product sales video. Produced 3D animation for nationally syndicated TV programs: *Master the Mountain* and *The Quest for Gold*. Modeled and Textured real-time 3D objects.

NHK Enterprises America, NY, NY

Production Consultant for multi-camera HDTV OBTruck

Cablevision Systems Corp., Bethpage, NY

Production Consultant for multi-camera OBTruck

Education:

New York Institute of Technology: Fine Arts - Computer Graphics

Technical Experience:

3D modeling & animation, hard surface & environmental modeling, texture mapping, real-time web 3D, particle systems, skeletal systems, inverse kinematics, character rigging, character animation, lip synching, rotoscoping, previsualization creation, match moving, stereo 3d editing, crowd manipulation, facial animation, photo-grammetry, compositing, morphing, chromakey, palette reduction, motion capture, head scanning, broadcast camera operation & shading, digital photography, video production & switching, linear & non-linear editing, stage lighting, talent directing, media streaming, HTML, XML, JavaScript, DVD authoring, Windows Server, MAC, SGI, LINUX, HDTV, VMware, Xen

Software Experience:

3DStudioMax, Lightwave, Maya, Mudbox, Photoshop, UDK (Unreal Development Kit), After Effects, Illustrator, Final Cut Pro, Flame, Smoke, Premiere Pro, AVID, Ultimatte, Visio, Dreamweaver, Visual Basic, Encore, Windows Media Encoder, Flash Media Encoder