

Clint M. DiClementi

www.render-test.com
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Skills

- 3D Modeling, Lighting, Rendering, Animation, Simulation, Particle Effects, and Illustration.
- 3DS Max, Particle Flow, FumeFX, Phoenix FD, Rayfire, Realflow
- Adobe Flash/Animate CC, Photoshop CC, Premiere Pro CC, and After Effects CC.
- Training and Instructional skillsets as well as creative.

Employment

- Art and Animation Instructor –** **01/14 – 06/17**
Mission Valley ROP – Fremont, CA
3D Art/Animation, Game Design, After Effects, Flash/Animate, and Photoshop classes.
- Art and Animation Instructor –** **10/09 – 09/14**
Rasmussen College - Fort Myers, FL
3D, Animation, Flash, Game Design Courses and writing full courses for animation and 3D art.
- Freelance Digital Art and Animation –** **11/06 - Present**
Self Employed – Hilo, HI
3D Modeling and Animation, and Flash Animation.
- Lead Artist –** **04/06 – 10/13**
ManTech Intl. – San Diego, CA
Manage a Team of Artists to Design and Build Interactive Courseware using 3D animation and Flash Animation.
- Online Support QA -** **11/05 - 04/06**
Nelson/Sony Computer Entertainment of America – San Diego, CA
Moderate/Restart test online game titles
- 3D Modeling Intern -** **10/04 - 12/04**
Election – Denver, CO
Created a library of 3D furniture models for in store use

Education

Art Institute of Colorado - **Bachelor of Arts, Media Arts and Animation**
Class of March 2005

Metropolitan State College of Denver - **Graphic Design** 1998 – 2000

Personal portfolio of artwork and animation as well as many online tutorials created by myself can be found at:

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