

KEITH CATALANO

DIGITAL 3D ARTIST

keithcatalano@gmail.com

keithcatalano3d.com

EDUCATION

School of Art and Design
University of Wisconsin - Stout

Bachelor of Fine Arts
Concentration in Multimedia Design

Bachelor of Science
Game Design and Development
Concentration in Art

ACTIVITIES AND AWARDS

First Place
E3 College Game Competition
(Art Lead)

Artist-In-Residence at UW-Stout

Runner-up Student Award
MET 2012

Work part of Best of Design Show
UW-Stout 2012

Studied Abroad

IGDA Webmaster

SIGGRAPH Vice President

SIGGRAPH Webmaster

Chancellor's Awards

EXPERIENCE

**Interactive Designer and
Front-End Developer**

Clockwork
2014 - Present

*Responsible for designing and
developing large scale websites
and applications*

*Work daily developing custom
JavaScript plugins with lean and
efficient code*

Student Center Web Designer

University of Wisconsin - Stout
2011 - 2014

*Work closely with faculty to ensure
their needs are met*

*Utilize design ability to achieve
aesthetically successful work*

Self-manage projects and time

**3D Modeling and Animation
Teaching Assistant**

University of Wisconsin - Stout
2012 - 2013

*Assist students with modeling,
materials, animation, and rendering*

*Give feedback to students on
projects and various work*

*Help students develop a good, solid
work-flow while working with 3D*

SKILLS AND ABILITIES

Proficient in Maya, Modo, ZBrush,
Mental Ray, and V-Ray

Specializing in detailed characters
and hard-surface models

Highly skilled at working on
models and textures for video
games, especially skilled with Unity

Extensive working knowledge of
Photoshop, Illustrator, InDesign,
After Effects, and Premiere

Experience writing HTML, CSS,
and JavaScript for custom large
scale websites

REFERENCES

Excellent references available
upon request