

**Sean Polhemus**  
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## **OBJECTIVE**

I am pursuing a full-time position with an esteemed company in an environment where I can advance my career in design and grow in creativity.

## **INDUSTRY SKILLS**

Traditional art: Pencil, charcoal, sculpture, illustration, digital painting  
3D modeling: Character, prop, and environment, texturing, skinning, rigging  
Design: Page layout, website, Level and Mod creation  
3DS Max 5-9/Character Studio / Maya 4-6  
3D Game Studio 5-6 / Unreal Editor  
Adobe Suite; Photoshop 4-CS 3/Indesign CS 3/After Effects 5.5/Premiere 6/Dreamweaver 4 & CS3/  
Go-live 6  
Microsoft Office Suite 98-07

## **WORK HISTORY**

### **Davis Dental Laboratory** *Wyoming, MI*

#### **Dental Technician** *(June 2008 - Present)*

Responsible for describing and understanding designs of dental appliances off master models and prescriptions. Working within doctor's timeline to accurately transfer designs to refractory models and sculpt replicas from hot wax. Investing finished wax-ups and collecting used master models for clean-up.

### **Mythopoea Games Inc.** *Lowell, MI*

#### **Director of Art & Design** *(September 2006 – October 2007)*

Responsible for majority of company graphic design work, including logo, banner, and galleries for web division. Oversaw printing and creation of box art/packaging for publishing division. Managed team as Project Lead for the title "Office Purks."

#### **3d Modeler/Concept Artist** *(April 2005 - September 2006)*

Designed and modeled characters/assets/environments and implemented them into games. Collaborated with team to meet deadlines. Concepted and created User Interfaces, programmed them into engine.

### **Meijer Inc.** *Lowell, MI*

#### **Photo Dept Sales Clerk** *(October 2005 – May 2007)*

General sales clerk of the electronics department. Promoted to photo department. Operated and serviced film scanners, photo printers, and in-house photo gift machines, as well optimized the general workflow of the lab.

### **Sawtek Inc.** *Apopka, FL*

#### **Level One Operator** *(November 2000 – June 2001)*

Manufactured and tested communication relay transistors. Promoted to S.A.W. room manager in the fabrication department and trained other employees. Gained valuable teamwork and leadership experience.

**Sun Sentinel Newspaper** *Delray Beach, FL*

***Illustrator [Co-op]*** (January – July 1999)

Participated in weekly meetings, illustrated articles, planned page layouts and overall design. Learned to meet deadlines and artistically collaborate with others.

**EDUCATIONAL HISTORY**

**Seneca College at York University** *Toronto, ON*

**Post Diploma 3D Course**

Studied 3d for games and “mod” creation. Using 3DS Max, created and implemented models into Freedom Force and Neverwinter Nights engines. Captured and manipulated motion capture with Viacon. Studied the Unreal Engine, competed in the “Make Something Unreal” contest, and placed in the finals.

**Full Sail University** *Winter Park, FL*

**A.S. Degree in Computer Animation**

Attended classes/labs on a twenty-four hour schedule, and completed final projects every month. Learned Maya Unlimited, covering all aspects of the program. Worked with other degree programs to better learn production pipeline for films, web design, and video games.

**HOBBIES**

Camping

Martial arts

Soccer

Karaoke

Home repair

References available upon request.