CHRISTIAN . GRAFFEO
DESIGNER / 3d ARTIST

Tel: (808) 938-5017 l www.christiangraffeo.com

//CAREER.OBJECTIVE

To work in an environment that advances design methodologies utilizing the latest technologies in 3d and animation. To grow more as a designer learning fresh, creative ideas, and push newer rendering solutions like V-Ray and Unreal.

//CORE.COMPETENCIES

- Analytical / Conceptual / StrategicThinker
- Highly technical
- Triggered new innovation (VR)
- Play well with others
- Highly trustworty (work from home over 5 years)
- Budget aware
- Detail oriented

//EXPERIENCES.PROFESSIONAL

George P. Johnson I Boston, MA
Senior 3d Experience Designer // 2018 - Present

Forcused on all IBM events, includeing Red Hat and Kyndryl. Within a small team of 4-5, we designed and rendered over 100 events a year. Worked with clients online, created live design feedback and working sessions and delivered stunning rendering during multiple stages.

Kenwood Experiences I San Francisco, CA
Senior 3d Experience Designer // 2015 - Present

Worked directly with the SR. Creative Director on jobs from Square Enix, CAPCOM, PURE, Visa, Microsoft, HP, Oracle, and many more. Responsible for design work, construction drawings, 3d venue models and final renderings.

FREEMAN / FREEMAN XP I Orlando, FL / Boston, MA / Seattle, WA
3d Experience Designer // 2003 - 2015

Created custom and modular structures, exhibits, and full Expo design. Provided full construction drawings, pull sheets, full graphic detail files and 3d renderings. Variouis clients included; NAHB, Coverings, IBM, CES, Amazon, Microsoft, and InfoCOMM.

//EXPERIENCES.EDUCATION

Atlanta College of Art I Atlanta, GA
Art Theory and Design Conception // 1994 - 1995

Parsons Are School I Paris, France
Studied anatomical drawing / Design Patterns // 1992 - 1993

Clark University I Worcester, MA
Theoretical and Mathematical Physics / Quantitative Methods // 1991 - 1992

Gstaad International School I Gstaad, Switzerland
High School / Concentrating on Physics // 1989 - 1991

//SKILLS.DESIGN

Total creation of design; from initial SketchUp conceptual drawing and renderings to full CAD models, pull sheets, full graphic detail files, construction files with callouts, to final production renderings.

//SKILLS.TECHNOLOGIES

SketchUp Pro I V Ray I 3d Studio Max I Unreal I Photoshop I Illustrator I After Effects I AutoCAD