

# Tucker Chase Shading & Lighting Artist

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## SKILLS

Photorealistic and Stylized Texture Creation, Understanding of Advanced Lighting Techniques, UV Mapping, Rendering, Low/Medium Poly Hard-Surface Modeling, NURBS Modeling

## EDUCATION

**Full Sail University** Winter Park, FL Oct. 2007 - Aug. 2009  
Bachelor of Science Degree in Computer Animation

## ACADEMIC EXPERIENCE

### Submerged

**Team Lead** – Our team was assigned the task of creating a multi player level for Unreal Tournament 3 using Autodesk Maya and Unreal Editor. My job consisted of delegating tasks, scheduling Beta and Alpha as well as production deadlines, and creating a number of hard-surfaced props and textures to match the project art style.

### Team Shortbus Presents Jason Stathom

**Generalist** – Our team was assigned the task of learning a new program (Softimage XSI) to create a unique animated sequence with an original character and environment with a time limit of 20 days. My job consisted mainly of creating realistic textures. I also created a number of hard-surfaced props and worked with our lighting artist to create a realistic lighting scheme.

## SOFTWARE PROFICIENCY

Adobe Photoshop (Advanced), Autodesk Maya, Adobe Illustrator, Autodesk AutoCAD, Blender, Mental Ray, Final Cut Pro (Beginner), Apple Shake (Beginner), Softimage XSI (Beginner), Unreal Editor (Beginner), Windows OS, and Mac OSX.

## WORK EXPERIENCE

**TNT Productions** Sioux Falls, SD Feb. 2002 - Current  
Event Promotions/Advertising  
Band booking, Event organization, Graphic artist

**Shining Mountain Productions** Sheridan, WY Nov. 2004 – Jan. 2006  
Commercial Artist  
Original commercial art creation, Camera operator, Location assistant

**City Of Sheridan Parks Division** Sheridan, WY Dec. 2004 – Jan. 2006  
Youth Mentor  
Mentored middle school aged children in green screen, acting, directing, script writing, and basic cinematography

