PHILLIP LOMELI
SENIOR COMPUTER GRAPHICS ANALYST

Professional Specialization

Utilization of multimedia process and the interconnectivity of the various computer graphic disciplines to reconstruct real world events. Capturing, processing, and streamlining of reality capture 3D data. Modeling of man-made and organic objects including environments, vehicles, and components from diagrams and reality capture 3D data. Texturing objects using UV unwrapping and procedural mapping techniques accounting for real world accuracy. Computer generated real world and virtual lighting application for technical analysis and simulation of real world events. Development of 3D and 2D technical and demonstrative animations from analysis and real world data. Applications of image editing and enhancement for analysis and demonstrative purposes. Operation of high-speed and production video cameras to capture data related to performance and demonstrative testing. Post production process including editing, special effects, and rendering for multiple media types.

Professional Background

Associate of Applied Science (AAS) Degree, Computer Animation
The Art Institute of Houston

Senior Computer Graphics Analyst

Design Research Engineering
2021 to present

Computer Graphics Technician

Design Research Engineering
2014 to 2021

2D/3D Graphic Artist

NorthPoint Production Company
2004 – 2014

Motion Graphic Designer

Video Pro Productions
2003 – 2004

Squad Leader (Sergeant)

United States Army 808th Engineer Company, Pipeline Construction
1995 – 2003

Honors and Awards

Honors Graduate, The Art Institute of Houston
The Army Achievement Medal, Operation Enduring Freedom (OEF), United States Army
Certificate of Achievement, Operation Iraqi Freedom (OIF), United States Army
Honor Graduate with Distinction, Basic Training, United States Army