

KEITH MARCHELL COMPUTER GRAPHICS ANALYST

PROFESSIONAL PROFILE

Specializes in the development of 3D graphics, including 3D modeling, texturing, animating, and rendering. Software expertise includes Autodesk 3D Studio Max, Adobe Photoshop, Quixel Suite, and Marmoset Toolbag. Advanced training/application in Substance Suite, ZBrush and Autodesk Maya.

EDUCATION

Bachelor of Fine Arts, Game Art and Design Art Institute of Houston

PROFESSIONAL BACKGROUND

Computer Graphics Analyst

Design Research Engineering, Tomball, Texas 2019 – Present

3D Artist

Epic Software Group, The Woodlands, Texas Inspectioneering *(under contract)*, The Woodlands, Texas 2018 – 2019

3D Modeler

DZ9 Power, Houston, Texas 2016 - 2017