

STEVE M. EISENMANN LIGHTING ARTIST

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OBJECTIVE

Seeking employment as a lighting TD or lighting TA

EDUCATION

Savannah College of Art and Design (SCAD), Savannah, GA: Bachelor of Fine Arts in Visual Effects (May 2010) GPA (in major): 3.93 Courses: RenderMan 1 – 2, Digital Matte Painting, Compositing, Digital Lighting and Rendering, Photorealistic Rendering, Technical Compositing, Houdini, Studio I
Parkland Junior College, Champaign, IL: Completed foundational courses (2004 –2006) Courses: Photography, Computer Animation I – IV, Mel Scripting, Unix OS

COMPUTER SKILLS

Autodesk Maya, Mental Ray, RenderMan, Boujou Nuke, Shake, After Effects, Adobe Photoshop, Illustrator Windows XP, Mac OS X, Linux

ACCOMPLISHMENTS

Professional

- 2009 Created cover design for January 2009 issue of Advanced Materials
- 2008 Created cover design for December 2008 issue of Advanced Materials
- 2008 Eight images placed on permanent display at of the University of Illinois
- 2008 Created cover design for January 2008 issue of Nature Photonics
- 2007 Created cover design for October 2007 issue of Inorganic Chemistry
- 1999 Digital artwork published in Nintendo Power magazine
- 1998 Digital drawing published in Dragonfly magazine

Academic

- 2009 Savannah College of Art and Design Dean's List, Fall 2009
- 2008 Savannah College of Art and Design Dean's List, Spring 2008
- 2007 Artistic Achievement Scholarship from Savannah College of Art and Design
- 2006 Parkland College Dean's List, spring 2006 and fall 2006
- 2006 Certificate of Award in for Best 3D Visualization, Parkland Digital Media Exhibit
- 1999 Scholastic Art Award for computer graphics
- 1998 Two Scholastic Art Awards for computer graphics

EMPLOYMENT

Beckman Institute of Technology and Advanced Science, 2006 – 2009
Create client animations, write custom Maya tools, produce illustrations for publication, visualize scientific research, assist novice Maya users, prepare files for rapid prototyping, photograph macro and traditional subjects