

Vincent Argentina

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1714 Hermitage Ave SE Huntsville, AL 35801

QUALIFICATION:

I am a 3D CG generalist with experience working as a university instructor at the undergraduate and graduate levels, an artist and manager in the advertising industry, a technical artist and environment artist in the video game industry, and an academic researcher. I have a background in audio and video production, performing arts, motion capture, interactive programming, and photography.

PROFESSIONAL EXPERIENCE:

2014 - Present: Assistant Professor

The University of Alabama in Huntsville - Department of Art, Art History, & Design

- Animation: Introduction
- Animation: Modeling I & II
- Animation: Short Film I
- Design: Web Animation
- Animation: Character Animation I & II

2008 - 2014: Instructor

Creative Technologies at Virginia Tech School of Visual Arts – part time 2008-2009, full time 2011-2014

- CG Short Film Production
- Game Design
- Creative Code
- Motion Graphics
- Character Animation
- Intro to 3D Creative Technologies
- Intro to 2D Creative Technologies
- Principles of New Media

2008 - 2011: Digital Media Artist/Digital Studios Manager

Modea

- All aspects of 3d production & pipeline
- Manage studio resources
- All aspects of video production & pipeline
- Create estimates for project needs

2006 - 2008: Artist/Technical Artist

EA Sports -- Titles include Madden, NCAA & NFL Head Coach (as lead TA)

- Modeling and texturing environments and props
- Support artists and pipelines
- Character setup and rigging
- Create tools & scripts for Maya & Photoshop

2005 - 2006: Instructor

The University of Georgia

- Computer Animation for Dramatic Media: Maya
- Topics in Computer Technology: Motion Capture
- CG Special Topics: Russian Navy
- Interactive Media 1: Director

2002 - 2006: Digital Content Director/Technical Director

N.S.F. Grant: "Live Performance Simulation System" at the University of Georgia

- Modeling, texturing, rigging, animating
- Motion capture
- 2d and 3d application programming
- Audio recording and manipulation
- Web development
- Gamebryo asset pipeline creation
- Research project needs & create purchase orders
- Create process to reach project goals

2001: Freelance Interactive Designer

Ideas for Creative Exploration

- 3D Interface design/programming
- Flash integration

EDUCATION:

- **M.F.A. in Dramatic Media, 2001**

The University of Georgia

- **B.A. in Drama, 1998**

The University of Georgia

OTHER EXPERIENCE:

- Interactive art using Max/MSP, Motion Capture & MotionBuilder, BASIC Stamp, and Macromedia Director
- Game design and implementation - Rubix Cube game featured on Macromedia's web site
- Cinematography - most notably for 16mm independent feature film, "The Rolling Fork"
- Sound design/recording engineer for stage, screen, and music production
- Lighting design for film, dance, and theatrical performances
- Gallery exhibited photography