

Troy Druckenmiller

www.tdfx.net

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Objective To obtain a challenging position as a visual effects artist

Education Full Sail University June 2009
Bachelor of Science in Computer Animation

Projects Spent five months in a production pipeline to create a demo reel.
Worked with pre-production, production, and post-production.

Software

Fluent	Base Knowledge	
• Maya	• 3D Studio Max	• Houdini
• Shake	• Blender	• Unreal
• Photoshop	• Nuke	• SynthEyes
	• XSI	• Endorphin
	• After Effects	

Technical Skills

- Developed knowledge of visual effects
- Understanding of particles & fluids
- MEL
- Proficient on MAC and PC

Personal Skills

- Take critiques well
- Work extremely well with others
- Computer knowledge easily retained
- Enjoy coding and problem solving
- Patience

Work Experience Central Machine Co., Inc. April 2005 – September 2008
Machine Operator & Computer Technician
Made sure a machine kept running for 10 hours straight a day, making sure that the resulting products from those machines had proper measurements. Re-calibrated the machines when needed. On the side I created brochures for the company and was the computer technician for the whole company.

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References

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Family Business

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