

Randy Luttrell

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Objective: Seeking employment as a visual effects artist

Skills:

- Matching & compositing visual elements together, image manipulation
- 2d point based & planar tracking, 3d camera tracking, set fitting
- 3d modeling, texturing, lighting, & rendering
- Working knowledge of camera & cinematography principles
- Matte creation through keys & rotoscoping
- Basic knowledge working with particles & dynamics
- Removal of trackers, wires, & unwanted elements using cloning & tracking

Professional Experience:

T1VR - Working with a team of six to create multiple environments of Vancouver, WA locations in virtual reality for the Columbia River Economic Development Council for the Oculus Rift platform.
<http://dtc-wsuv.org/projects/credc-vr/>

- **Responsibilities:** Storyline development, 3d modeling, texturing, visual effects.

Jazz- Hands - Working with a team of five to create an interactive exhibit installation that places the user into an outdoor New Orleans environment for an experience of music and color using a Microsoft Kinect.

- **Responsibilities:** Work with individual audio tracks that were programmed to turn off and on based on users movements. Editing visual elements. Assisting in the overall functionality of the installation.

Education:

- Associate's Degree: *General Transfer*. Clark College.
- Bachelor's Degree: *Digital Technology & Culture*. Washington State University.
- Master's Degree(in progress): *3D Animation & Visual Effects*. The Academy of Art University.