

# Jeff Robbins

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SEEKING AN INTERNSHIP FOR THE SUMMER OF 2019 IN THE TECHNOLOGY FIELD RELATED TO SOFTWARE ENGINEERING

## EDUCATION

### UNIVERSITY OF MARYLAND - COLLEGE PARK | BS IN COMPUTER SCIENCE

Expected Graduation - Dec 2020 | College Park, MD  
• GPA: 3.49 / 4.0

### SAVANNAH COLLEGE OF ART AND DESIGN | BFA IN VISUAL EFFECTS

Minor in Technical Direction | Graduated - May 2014 | Savannah, Georgia  
Magna Cum Laude • GPA: 3.8 / 4.0 • SCAD Vision Award for Best Digital Fine Art Installation - 2014

## EXPERIENCE

### PIXELDUST STUDIOS | FREELANCE 3D GENERALIST

Aug 2015 – June 2016 | June 2017 - Aug 2017 | Bethesda, MD

- Created 3D assets and sequences for advertisements, and television.
- Worked with clients directly to help bring their visions to life.
- Clients include National Geographic, Discovery, IATSE, Curiosity Stream.
- Used Maya, After Effects, Nuke, Photoshop.

### HOUSESPECIAL | LIGHTING AND COMPOSITING INTERN

June 2016 – Aug 2016 | Portland, OR

- Lighting and compositing for advertisements and short films.
- Used Maya, Arnold, and Nuke.

### WHISKYTREE | TECHNICAL APPRENTICE

July 2014 - Dec 2014 | San Rafael, CA

- Worked on films, advertisements, and augmented reality experiences.
- Modeled, textured, and scene assembled 3D assets.
- Assisted in I/O of rendering images.
- Worked on the films Tomorrowland, and The Hunger Games - Part 1
- Used Softimage XSI, Arnold, Nuke, and Unity3D.

## TECHNICAL SKILLS

### PROGRAMMING

Proficient:

Java • Unix • MEL •  $\LaTeX$

Familiar:

Python • C • RSL

### SOFTWARE

Proficient:

Maya • Houdini • Nuke • Arnold • ZBrush  
Softimage XSI • Adobe Suite • Eclipse

Familiar:

Unity3D • Mantra • V-Ray