

# BRANDON AARON GLENNIE

CURRENT ADDRESS:  
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## CAREER OBJECTIVE

Searching for a fulltime position that will utilize both technical abilities and expand the artistic skills gained through work and educational experiences, focusing on a career path towards modeling.

## EDUCATION

**Full Sail Real World Education, Winter Park, FL**

Graduate: November, 2007

Bachelor of Science in Computer Animation

Major: Modeling

**Grand Rapids Community College, Grand Rapids, MI**

Graduate: May, 2005

Associate of Science in Computer Science

## TECHNICAL SKILLS

Maya and Max

- Polygon
- NURBS Modeling (Maya)
- UV Layout
- Texturing
- Lighting
- Rendering
- Animation

Adobe Photoshop

- Texturing
- Painting
- Photo Manipulation

## EXPERIENCE

**Track Seating, Spring Lake, MI** January, 2005 – August 2005

Sales and Marketing Internship

- Led company initiative to improve client base
- Developed company advertisements to aid in recruiting process
- Worked with senior staff improving team work skills

**Sam's Club, Holland MI** January, 2003 – November, 2005

Butcher

- Improved multitasking abilities through inventory management and product processing
- Gained valuable work ethics by managing time constraints and work load.
- Worked in team environment to optimize product output.

## ACTIVITIES

West Ottawa Middle School, August, 2003 – November, 2004

Assistant Soccer Coach

- Developed and led drills to improve essential skills
- Learned valuable leadership skills while coaching
- Aided in difficult decisions to optimize team success

## ADDITIONAL PROFESSIONAL SKILLS

- Microsoft Office Suite
- 3D Studio Max
- Auto Desk Maya
- Final Cut Pro
- Shake
- Adobe Illustrator
- Adobe Photoshop
- Adobe Go Live
- Adobe After Effects