

Gary Franklin Haus
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Professional Profile

- In-demand artist with over 17 years production experience in creating 3D animation, film-making, print layout/design, 3d interactive media, teaching and consulting.
- Combining creative, artistic talent with a thorough technical knowledge of animation and motion design to deliver unique cost effective imagery, print layout/graphics and interactive applications. This imagery has been used in commercials, software, motion pictures, games, and visualization projects, corporate and training videos.
- Tireless artist/designer/visualization specialist, excellent communicator and team player. Reputation for the utmost in quality and a commitment to the customer.
- Excellent story boarding, drawing, design and script-writing skill sets.

Technical Expertise

- Luxology Modo, Unity 3D and Unity 3D iPhone development, Pixologic Zbrush, SketchBook Pro, Autodesk Maya, Mudbox, Final Cut Studio, Shake, Combustion, Vue 6, Avid and Media 100 editing systems, Adobe PhotoShop, After Effects and Illustrator.
- UNIX scripting, limited C programming, Javascript, MEL scripting, all Microsoft products/operating Systems and System Support, Networking and Network support, UNIX, Mac OS and Specializing in Mac OSX.
- Character design/rigging/animation. Level design/concept.

Managerial

- Game/World Designer
- Design Management/Production
- Lead concept artist/designer
- Project Management
- Training and Instruction
- Project Cost Containment/Budgeting

- Supervision & Team Building
- Research and Development
- Client Relationship Management/Team Development

Traditional Skills

- Drawing, Painting, Sculpture, Design/Rendering, Story boarding/script writing, Airbrush art, video and Special Effects direction.
- Thorough knowledge of professional video and professional still cameras, Staging lighting for live-action and photography.

Related Experience

Freelancer 3/08 – Present

- Currently developing iPhone games/apps under the Bluemint Studios name with a partner from Austin, Texas. Designing and developing concept art, game design, world development, modeling, texturing and animation of those intellectual properties. Thorough technical knowledge of the Apple iPhone and iPod Touch hardware limitations and an expert Unity3D user.
- Creating 3D content for wide range of clients
- Working on a stereoscopic ride film in Rochester

Marblez.com – Austin, Texas

12/8/08 – 3 /08

Lead Game Designer/Concept Artist/Modeler/Animator

A startup MMO/virtual world for children ages 7-14

- Responsibilities include conceptual artwork and design for the virtual world modeling of structures, terrain, props, characters, etc.
- Designing all characters and rigging, animation of those characters.
- Modo, Zbrush, Maya for modeling/design work. Maya for character work.

Pyramid Companies – Syracuse, NY

4/04–10/8/08

Design Manager

Lead Animator/Artist/Designer

Retail Developer with 20 Properties throughout the northeast.

- Responsibilities included design and implementation of all new retail center additions/renovations.
- Lead graphics and layout designer.
- Motion graphics/DVD/Video production for a wide variety of projects.

Pixel Mojo/Freelance – Canandaigua, NY

7/98 – Present

Animation Director/Animator/ Designer

- Production freelancing specializing in the creation of 3D imagery and animation for clientele around the US.
- Manage and run this freelance business from my home office.
- Coordination and management of production and time schedules.
- Production of all internal and external projects.
- Creation and execution of internal productions.

Key Contributions:

- Worked on a number of high-profile projects including clients such as Disney, Universal Studios, UltraLife Battery, Fisher Price and consulted on several motion pictures in Hollywood.

Bergmann Associates, PC – Rochester, New York

1/15/01 – 5/15/02

Senior Digital Artist/Designer

Architectural and Engineering firm specializing in commercial and public projects, all over the world.

- Design, development and execution of digital content for a wide variety of fields including architecture /engineering, and character animation.
- Management of junior staff and project management/coordination.
- Marketing and education of client base.
- Education and mentorship of junior staff.
- Development of internal and external clientele through various forms of marketing including client presentation, negotiation and problem solving meetings.

Key Contributions:

- Education of staff through the creation of internal educational seminars and through the mentorship of junior staff on productivity issues with software and methodologies and general design and artistic skills.
- Creation of proprietary software technologies, user interfaces and methodologies to increase productivity and quality of internal and external projects.
- Award winning work recognized throughout the industry by various software companies and peers alike.
- Created and directed a variety of video productions used by the company for marketing to places like the US corps of engineers, Departments of Transportation throughout the country, River authority districts, Pharmaceutical companies,

Public Broadcasting Stations and affiliates, and many other types of companies/public institutions

The CyberArts Group, Inc. – Rochester, New York

1/97 – 7/99

Director of 3D animation

Private Secondary education school and 3D production facility.

- Development of curriculum, instruction of student body in the arts of modeling, rendering and animation using Alias/wavefront products, instruction in story and character development and environmental design. Instructed students in the arts of drawing, storytelling, film-making and conceptualization.
- Setup and maintained UNIX Silicon Graphics student workstation laboratory.
- Development of proprietary software systems, user interfaces and methodologies used by the student body in their productions.

Key Contributions:

- Experience allowed for the school to open and grow. I personally instructed over 5 ‘crops’ of students and consulted with short-term ‘power’ classes for professionals already working in the industry.
- Consulted with many external clients to deliver on-site training and assistance.
- Developed structure, curriculum and help design the architectural space at CyberArts.

Senior Animator/Technical Director

- Production of all internal and external 3D projects ranging from story boarding, to modeling and animation of commercial effects and characters, the creation of proprietary shaders, scripts and plugins for the Maya 3D environment.

Key Contributions:

- Designed and lead all production projects internally and externally.
- Responsible for the creation of the StoryHouse Entertainment, Unit of The CyberArts Group. Division was responsible for all internal and external projects ranging from prototype toys, animated characters, illustrated children’s imagery and work on commercials and user interfaces for the Military and software companies.

Bergmann Associates, PC – Rochester, New York

6/91–12/96

Architectural and Site Designer, Staff Artist

Architectural and Engineering firm specializing in commercial and public projects, all over the world.

- Design and development of rendered and interactive imagery for the company's internal and external clientele.

Key Contributions:

- Created internal CAD training seminars and monthly newsletter.
- Created the upstate CAD users association (now defunct).
- Mentored and educated internal staff and external clientele on the virtues of using computer graphics to aid in the design process.
- Founded the computer Visualization group at Bergmann associates in late 1992.

Root Two Design Build – Endicott, New York

6/90–2/91

Architectural Designer / Staff Artist

Architectural/Engineering firm specializing in high-end residential homes and light commercial work.

- Designed, development and project management of all projects.
- Pioneered use of AutoCAD and AutoArchitect at this firm.
- Responsible for field verification, construction management, CAD support and design, architectural rendering and client presentation.

Hobbies and Interests

Cycling, triathlons, volleyball, hiking/camping, photography, spending time with my family, drawing, and painting.

Education

SUNY Alfred 1990 AAS Architecture – Additional Studies Electrical Engineering

Alias Certification Master in PowerAnimator