**Steven Kramer**

**425-286-5300**

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website: <https://www.steven-kramer.com/>

I am a CG artist specializing in Maya, with 10+ years of teaching experience. My focus is motion graphics, modeling, and vfx. Weapons of choice include Cinema 4D, After Effects, Photoshop, Substance, Motionbuilder, Mudbox, Unreal 4, and Unity.

**Employment History**

5/2019-present

Seattle Film Institute, Seattle WA

<https://www.sfi.edu/#home>

**Adjunct Instructor teaching a capstone VFX/Game/Animation course.**

9/1996 – 3/2019The Art Institute of Seattle Seattle WA<http://www.ais.edu/>**Lead Instructor at the School of Animation/VFX/Game (full-time)**
Teaching 3D modeling, motion graphics, visual effects: Maya, Motionbuilder, and Mudbox, Photoshop, Illustrator, After Effects, and Cinema 4D. Game production with Unreal 4 and Unity. Motion capture with Vicon and Xsens, rigging in Maya and Motionbuilder. Brightspace and other course systems (LMS), faculty and student advising, and curriculum development.

Luminous Media Santa Monica CA**Multimedia/graphics CD-ROM production**3D Artist: 3D Modeling/Production/Animation DesignViridis Santa Monica CA**Educational CD-ROM game production: 3D animation and modeling**Sony Pictures, Tristar Division Culver City CA

**Visual effects for motion picture “Johnny Mnemonic”, and other previsualization.**

Lexpress Data Johannesburg, South Africa**Interactive CD-ROM Production, Graphic design, 3D animation and modeling**

**Education**2010 **Ph.D in Education (art education)**

Walden University
<http://www.waldenu.edu/>Research concerned computer games (MMORPG’s) and virtual social worlds such as Second Life**MFA in Film and Television (animation)**UCLA School of Film, Television, and Digital Media Los Angeles CA<http://www.tft.ucla.edu/>Teaching Assistant: Graduate Computer Animation Course 1994GPA: 3.993 / Animation Scholarship AwardCourses include: Film/Video Theory and History, Computer Animation, 3D Modeling
Live Action, Storyboarding, Screenwriting, Video, 2D/3D Animation, Interactive Design**BFA in Fine Art**University of the Witwatersrand Johannesburg, South Africa<http://www.wits.ac.za/wsoa/>Courses include: History of Art, Art Theory and Criticism, Design and Drawing,
Painting, Graphic Art, English Literature and Criticism*Software*Maya, Mudbox, Motionbuilder, Cinema 4D, Substance Painter, ArnoldAdobe--Photoshop, Illustrator, Flash, Premiere, After Effects

Unreal Engine 4, Unity Office--Word, Excel, Powerpoint

*Additional Training*Art Institute of Seattle Advanced Faculty Development CourseArt Institute of Seattle Curriculum Development Task ForceOngoing Faculty Development Program (including software training,
educational theory and research)

Ongoing training with Pluralsight and Lynda.com

*Skills*

3D modeling, 3D/2D animation, visual effects, motion graphics, texturing, motion capture, mocap, mograph, uv unwrapping, rendering, blueprints, MEL, game modeling, rigging, dynamics, fluids, particles, nparticles, normal maps, re-topology, ndynamics, Bifrost, PBR.