

# Ray Collett

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## EDUCATION

Bachelor of Applied Science, Computer Animation  
The Art Institute of Portland

Associate of Applied Science, Printing Technology  
Portland Community College

## PROFESSIONAL SKILLS

- 3D Modeling & Texturing
- 3D Lighting & Rendering
- 3D Object & Scene design
- Special FX & Compositing
- Character Animation
- Video Editing
- Multimedia Authoring
- Website Design & CGI Programing

## SOFTWARE TOOLS

- Alias|Wavefront Maya
- Discreet 3D Studio Max
- Adobe Photoshop
- Adobe Illustrator
- Adobe Premiere
- Adobe After Effects

## EXPERIENCE

AT&T Media Services    January - March 2002

Internship - Assisted in the production of local TV commercials; created graphic elements including titles, logos, backgrounds and animated sequences; edited and assembled voiceover and soundtrack elements; and assisted with video editing.

Westmark Industries    July 1994 - December 2001

Production Staff: Flexographic Printing Press Operator

Produced multi-color labels in a high volume production shop; Procured materials and equipment, communicated with sales and customer representatives, monitored product quality throughout job production, documented job for future reference.

Boy Scouts of America

Directed and Produced Shows 2000

Created the script for a three part production combining on stage and on screen action for the inspirational evening shows at a statewide event. Directed over 100 actors and extras, filmed and edited video from several different locations, created special F/X, acquired donations for tent/stage/screens/lights/props, assembled volunteer staff to handle logistics.