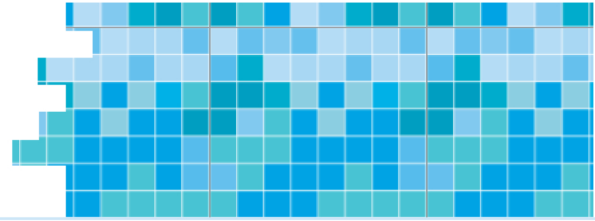


David C. Bittorf

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Objective:

Work as a 3D artist at a successful studio.

Education:

Bachelor's Degree, Art 2003
University of Wisconsin-Madison

Professional Profile:

- 2015: Basic Agency | Model / Texture Artist for Product Visualization
- 2014: Basic Agency | Posed and Lit Characters for PlayStation 4 Game (The Order 1886)
- 2014: Private Client | Z-Brush Artist for Digital Printing
- 2014: Baltimore Orioles Bio-mechanics Department | Motion Capture Artist
- 2013: Gemvera.com | Character Modeler / Texture Artist and Rigger
- 2013-Current: Turbosquid.com | Character Modeler / Texture Artist
- 2013-Current: Self Employed | Modeler / Lighting / Rendering Artist for iPhone and iPad Apps
- 2012: Private Client | Product Visualization Modeler / Animator
- 2005: Attic Door Productions | Environment Modeler (The 13th Doll)

Published Work:

- 2013: iPad / iPhone / iPod Touch Apps [21 apps in Apple App store]
- 2012: Published Book: "Beyond Exercise" Illustrator / Layout [ISBN-13: 978-1478312505]

Teaching Experience:

- 2006 - Current: Platt College
- 2006 - 2011: Digital Media Academy
- 2006 - 2012: Private Tutor

Awards:

- 2015: Professionally Certified 3D products, Turbosquid.com
- 2013: Featured in Apple's App Store in "What's Hot"
- 2013: San Diego State Fair: First Place, Best in Class
- 2012: Digital Tutors: CG and VFX Instructor of the Year
- 2010: Platt College: Teacher of the Year

