

Vaughn Peterson

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Profile

I am an enthusiastic freelancer looking to take the next step in my career. I am hard working, organised, self-motivated and conscientious. I am also very passionate about learning, so I am always upskilling on what I already know, as well as adding new skills to my repertoire. I find it very easy to pick up and learn new software quickly, and work well in a team environment as well as autonomously.

My dream is to work in a creative industry helping to bring ideas to life through problem solving and imaginative design.

Skills

ILLUSTRATION
GAME DESIGN
MOTION CAPTURE
3D MODELLING AND TEXTURING
VIDEO EDITING
WEB DESIGN

SELF MOTIVATED
TEAM PLAYER
ATTENTION TO DETAIL
CREATIVE
HIGH LEVELS OF INTEGRITY

Software

ADOBE SUITE (PHOTOSHOP, AFTER EFFECTS, PREMIERE PRO, ILLUSTRATOR)
MICROSOFT OFFICE SUITE
BLENDER
MAYA, MOTION BUILDER, 3DS MAX
UNITY
CORTEX
HTML AND CSS

Employment

FREELANCE | LUMOS DIGITAL | OCTOBER 2017-PRESENT

- Preproduction (storyboards and animatic), 2D animation and video editing for promotional material.

FREELANCE | NOTICE BOARD SYSTEMS | INTERMITTENTLY FROM 2015-2017

- Designing animated and stationary advertisements for electronic notice boards.

FREELANCE | MANUKAU DISTRICT HEALTH BOARD | OCTOBER 2016

- Motion Capture acting and recording, and 3D prop modelling for a short animation as part of a team.

OFFICE ADMIN | MARUA MEDICAL | INTERMITTENTLY FROM 2015- 2017

Welcoming patients, office taks, dictaphone typing of doctor's letters

STUDENT RADIOGRAPHER | MIDDLEMORE HOSPITAL | MARCH 2011-2012

Interacting with patients, performing x-ray examinations under observation.

ADMINISTRATIVE ASSISTANT | ST. HELIERS DENTAL CENTRE | 2007-2009

Stock intake and resupply, office tasks

Education

BDES (BACHELOR OF DESIGN) | JULY 2017 | AUCKLAND UNIVERSITY OF TECHNOLOGY, NZ

- Major: Digital Design (Game Design)

- Minor: Motion Capture

-References gladly provided upon request-