MICHAEL TODD

✉ 46617 STONEHELM COURT, STERLING, VIRGINIA 20165
☏ 713.539.8109 ⌨ MTODD@MUZE3D.GRAPHICS

FULL STACK DEVELOPER | 3D VISUALIZER | GRAPHIC ARTIST

QUALIFICATIONS PROFILE

Highly creative, concept-to-execution driven web developer specializing in object-oriented programming.
An innovative professional with extensive experience in overseeing and executing the overall production of construction design and 3D and 2D illustration models in alignment with program requirements, budget, and time constraints.

I have Integrating 3D animation and Architectural rendering strategies with the mastering of web development tech like JavaScript, CSS, HTML, ReactJS, NodeJS, Express, as well as server side technologies such as AWS and MySQL. These have armed me with exceptional problem-solving, management, analytical, organizational, and communication skills, essential in achieving and surpassing company goals.

AREAS OF EXPERTISE

Frontend and Backend web developing	*Photorealistic Architectural Renderings*
3D Fly-Through and Animation creation	*Contract Negotiation and Administration*
Virtual Reality and 4d experience	*Cross-functional Leadership and Collaboration*

PROFESSIONAL EXPERIENCE

STANTEC – HOUSTON, TX | ARLINGTON, VA
Designer | 3D Architectural Visualizer / Animator   **2013–Present**
- Utilize various technology tools in creating construction designs and models.
- Create environments and animations for client presentations and marketing.
- Advance working drawings to higher level of completion for Construction Document submissions.
- Work with multiple offices nationwide to create 3d models and photorealistic renderings for client and marketing presentations.

Recent Career Highlight:
→ *2016- Published in the Washington Post with renderings of the Academies of Loudoun County High School. Positioned the company for growth in successfully marketing to and serving dealing various clients, including Texas A&M College of Veterinary Medicine; HS#3, Katy STEM, Texas A&M Small Animal Clinic; and Houston Independent School District, the 4th largest district in the country with the largest school construction bond to date.*

BAY ARCHITECTS – HOUSTON, TX
3D Architectural Visualizer | Animator   **2010–2013**
- Created photorealistic animations and renderings, as well as 2D illustration and Design.
- Advanced working drawings to higher level of completion for Construction Document submissions.

Career Highlights:
→ *Boosted business efficiency in managing multiple visualization projects which include the following:*
  - *Channelview Independent School District;*
  - *Katy Independent School District;*
  - *Klein Independent School District;*

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KIRKSEY ARCHITECTS – HOUSTON, TX

3D Architectural Visualizer | Animator   **2007–2010**

▫ Developed 3D architectural models of residential and commercial interiors, exteriors, and landscaping through 3ds Max and Vray.

MUZE 3D – AVENTURA, FL; HOUSTON, TX; STERLING, VA

Freelance | 3D Visualizer and Animator   **2006–2018**

▫ Demonstrated creativity in formulating photorealistic architectural renderings and animations for drawing set presentation, websites, and brochures.

▫ Capitalized on industry expertise in fulfilling the following:
  – Architectural visualization from drawings and sketches;
  – Animations- fly-through and motion-capture character design; 3D Floorplans and sections
  – Reactive Website creation, Web Applications

EARLIER CAREER

ARQUITECTONICA – MIAMI, FL

Architect, Internship IV   **2004–2006**

JACKSON & RYAN ARCHITECTS – HOUSTON, TX

Architect, Internship III   **2001–2004**

EDUCATION

Full Stack Web Developer Program

The George Washington University, College of Professional Studies

Master of Architecture

University of Houston, Gerald D. Hines College of Architecture

Bachelor of Science in Biology, Minor in Chemistry

Texas Southern University – Houston, TX

TECHNICAL ACUMEN

Javascript | NodeJS|HTML|CSS|NodeJS|ReactJS|Mysql|Nosql|Mongo DB|ExpressJS|GithubAmazon Web Service (AWS)|3dsMax | Vray | Revit |Adobe Creative Suite (Photoshop, After Effects, Premiere, Lightroom, Illustrator, and Indesign)|Lumion | Sketchup | AutoCAD | Dreamweaver| Unreal Engine 4.0

ACTIVITIES

DC Area Virtual Reality Group|Flatiron School DC coding Community|Black Code Collective|Code for Good DC|DC Full Stack