

Craig Sweere

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Objective

Working in a field where I may engage my artistic talents and advanced technical expertise in 3D modeling and Animation design geared towards Crime Scenes, Forensic Analysis, Accident re-construction and BioMechanics.

Work Experience

Graphics Artist with an emphasis on 3D Modeling & BioMechanics

1/2008 – Present: [Oceanfront Engineering Inc.-Oceanside, California](#)

- Skilled in all aspects of 2D and 3D modeling in AutoCAD. Knowledge of Autodesk programs: Viz, Inventor, Revit and Maya. Strong working knowledge of Photoshop, Sketch-up, Flash, Dreamweaver and PowerPoint. Computer graphics geared towards 3D Modeling and Forensic science as well as accident reconstruction. Landscape design with an emphasis on roadways and traffic scenes. Experience consulting with clients about design and graphic models fit to their needs.

▪ **SPECIAL AREAS INVOLVED**

Experience drawing, designing, modeling and animating various things such as: Building-Designs done in Auto-Cad, Architectural Desktop and Maya. Accident re-construction and 3D modeling to simulate a vehicle accident as well as proven methods of Biomechanics. Industrial - Work done in Auto-Cad and Inventor. 2D Standardized Traffic control drawings done in Auto-Cad. Landscapes- Designs done in oil paint Adobe Creative suite, Auto-Cad and Maya. Interactive digital logos utilizing a wide variety of software. Collaboration on a 3D design and presentation of an electric Formula One Race car. Work experience in designing billboards, murals, interior designs, fine art, Traffic control, accident re-construction, low-voltage electrical, 3D modeling, Biomechanics and failure analysis.

▪ **Secondary Skills**

Experience in many aspects of construction. Trained in life drawing, painting, color-theory and art history. Reliable, resourceful individual highly adept in balancing both practical and artistic objectives in a professional manner.

▪ **Work History**

Graphics Artist with an emphasis on 3D Modeling & Bio-Mechanics

1/2008 – Present: [Oceanfront Engineering -Oceanside, California](#)

- 2D and 3D Modeling and Graphic design in Auto-Cad for the purpose of Accident Re-construction and Biomechanics.
- Traffic Control diagrams and creating vehicle incidents by the means of graphic designs for the purpose of Crime Scene investigations and Forensic Science.
- Advanced knowledge of the following Computer Graphic Programs for 2D & 3D Graphics: Auto-Cad, Maya, Viz, Sketch-up, PowerPoint, Adobe Creative Suite, Architectural Desktop and Inventor.

Commercial Graphic Artist

6/2006 – 1/2008: [Paul Schubert- San Diego, California](#)

- Working in a group environment to collaborate in the design of commercial and residential buildings through graphic technology and design.
- 2D and 3D design and modeling of landscaping, street designs and traffic controls.

Commercial and Residential Graphic Designer

- 6/2006 – 1/2008: [Saint Paul Painting- Saint Paul, Minnesota](#)
- Painting and Artistic crews as large as 10 persons working on the design of interior and exterior projects for commercial and residential customers.
- Met with clients to formulate plans and review software to complete the design project in a timely manner.

Education

Graduating March 2008- [ITT Technical Institute- San Diego, California](#)

- ITT Technical Institute, San Diego, California
Associates of Drafting and Design

Graduating June 2006- [College of Visual Arts- Saint Paul, Minnesota](#)

- College of Visual Arts- Saint Paul, Minnesota
Bachelor of Fine Art Drawing and Painting