

# Stephen Fortner

## *3D Modeler & Texture Artist*

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770-255-8301  
cofortner@hotmail.com  
www.stephen-fortner3d.com

### Objective

Apply skills as a 3D modeler and texture artist to the animation production pipeline while growing in experience and abilities as a 3d artist.

### Education

**[The Art Institute of Atlanta]**  
**BFA in Media Arts and Animation**  
Graduated Sept. 2012

### Skills

• Drawing • Sculpting • Traditional animation • Painting  
• Photography • 3D Modeling (hard surface & organic) •  
3D Animation • Texturing and Lighting • Editing Video

### Software

• Adobe Photoshop • Adobe Illustrator • Adobe Flash •  
After Effects • Autodesk Maya • Autodesk 3D Studio Max •  
Autodesk Mudbox • Zbrush • Headus UVLayout •  
Microsoft Suite

### Work Experience

**[Complete Sheet Metal Inc.]**      **Aug 2011 – Present**  
**Tucker, GA**

- Create custom fabrications for clients from sheet metal

**[Einstein Bros Bagels]**      **Sept 2010 – Aug 2011**  
**Atlanta, GA**

- Prepped food products and baked bagels for the entire store

**[Archer Western Co.]**      **Aug 2006 – Jan 2009**  
**Atlanta, GA**

- Worked as a Land Surveyor during the construction of new runways and a new train system at Hartsfield Jackson Atlanta International Airport