

Maxwell Turpin

Virtual Reality, 3D Development, Character Design

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WORK EXPERIENCE

White Box Gallery, Portland OR — *Gallery Assistant*

OCTOBER 2016 - PRESENT

Opening the gallery in the morning, talking to and giving visitors information, and then closing the gallery in the evening. Providing technical assistance for many of the digital art installations.

South Eugene High School, Eugene OR — *AVID Tutor*

SEPTEMBER 2014 - MARCH 2016

Working with students to cement the concepts they learn in their classes in small groups. Guiding discourse on class questions and re-focusing students' attention when a discussion gets off-topic.

Venture Data, Eugene OR — *Phone Interviewer*

2011 - 2012

Calling individuals over the phone to inquire on their opinions on political leanings or products and brands. Regularly speaking with frustrated individuals in a calm and de-escalating manner.

EDUCATION

University of Oregon — Bachelor of Fine Arts, *Art and Technology*

SEPTEMBER 2013 - JUNE 2017

EXHIBITIONS

Imaginary Friends BFA Show - *Aetheria* (Virtual Reality installation using Oculus Rift)

JUNE 2017 - JULY 2017

PROFESSIONAL SKILLS

Creative

- **Character Design** for Commercial and Creative Projects
- **Illustration** using Pen, Marker, Acrylic
- **General Fabrication** using Plastics and Wood
- Machine and Hand-Sewing
- **Comics, Storyboarding** and **Storytelling**
- Ability to mediate between “**artist speak**” and “**tech speak**” to aid in **collaborative, team efforts**

Technical

- Coding in **Python, C#** and **Processing**
- Web development using **HTML5, CSS, JS**
- 3D modeling in **Blender, SketchUp, Zbrush**
- Small Embedded Electronics using **Raspberry Pi** and **Arduino**
- Game programming using **Unity Editor**
- Experienced in both **Adobe Suite, Microsoft Office Suite**