

Thomas Seidl

3D Modeler/Graphic and Visualization Designer

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303 6679953

Creative professional with over twenty years of professional experience and a proven track record of creating art and interactive presentations that engage and inform. A seasoned artist with the ability to self-manage and to work independently or as part of a team to produce high-end Design, 3D, Visualizations, Graphics, and Motion Graphics,

Work History

Senior 3D Artist

BIMaire, a Berkshire Hathaway Company - Denver, CO

October 2017 to Present

At BIMaire I helped create the processes and design the visual style of the Digital Experience group. We leveraged existing CAD to create renders, walkthroughs and other visualizations using 3DS Max, Adobe products and Unreal Engine to create optionalized sales and marketing presentations for Archviz applications.

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Oldcastle Precast - Denver, CO

April 2013 to May 2017

Consulting and doing 3D modeling, materials, and work in the Unity Engine to create realtime 3D applications showing large precast concrete structures for Oldcastle precast. This included large scale scenes showing wastewater containment and treatment systems in a visualization environment with full 3D controls and informative animations.

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Parsons Brinkerhoff - Denver, CO

July 2011 to December 2012

At Parsons Brinkerhoff I was part of a team using the Unreal Development Kit (the precursor to the Unreal Engine) to produce environments and visualizations for large projects that PB was involved with, including work on pre-viz for the (then) new Bay bridge and Presidio drive.

Art Director 3D Visualization

Anark Corporation - Boulder, CO

July 2007 to May 2010

At Anark I was the Art Director for the Client services group, producing 3D projects using Anark's proprietary presentation software. Our clients were mainly in aviation and I worked closely with Cessna, Pratt and Whitney, and Esterline among others to direct and produce the look and feel of many interactive presentations.

Art Director- Director of Corporate Media

The E.Comm Group \ Vault Software, Inc - Denver, CO
February 2004 to April 2007

Principle Creative- Consultant

StormCloud Images - San Francisco, CA
February 2002 to April 2004

Manager

TGFU SF - San Francisco, CA
April 2001 to November 2003
Fine art framing and preservation

L4 Technical Specialist

HSA Corporation - Denver, CO
January 2000 to October 2000
technical support for High Speed Cable Internet Company

Computer Colorist

Digital Hellfire/ Prismacolor/ Collorpillar - Denver, CO
April 1994 to October 1997
for contract working on D.C and Warner Bros. comic books

Education**BA in Graphic Design \ Visual Communications**

Colorado Institute of Art - Denver, CO
May 1988 to June 1992

Portfolio and Recommendations Available on request