

# Richard Mu

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## EDUCATION:

TEMPLE UNIVERSITY, FOX School of Business, Philadelphia, PA

**Master of Science, IT Auditing and Cyber security, Expected Graduation: August 2018**

- Coursework: *IT Governance, Secure Digital Infrastructure, Business Skills for IT Auditor, Intro to Ethical Hacking, Protection of Information Assets*

ACADEMY OF ART UNIVERSITY, School of Animation & Visual Effects, San Francisco, CA

**Bachelor of Fine Arts, Animation and Visual Effects, Awarded, May 2014**

## ACTIVITIES & AWARDS:

- Student Member, Information and Systems Audit and Control Association (ISACA), Fall 2017 - Present
- *The Architect*, 3D Artist, Seattle International Film Festival, May 2016
- *Advantageous*, 3D Modeler, Sundance Film Festival, January 2015
- *Space Station 76*, 3D Modeler, SXSW, March 2014

## EXPERIENCE:

yU+co September 2014 - July 2015 | October 2015 - February 2016 | May 2017 - May 2017

### 3D Artist

- Created three-dimensional models for companies and live events for a design studio, including extensive use of software Autodesk Maya to design products in accordance with client guidelines.
- Utilized Autodesk Maya to create customized animation, three-dimensional environments, virtual reality, and character creation for client deliveries.
- Collaborated and conceptualized with sales management and potential clients to visually design and consulted as subject matter expert to win pitches on projects that range from \$50,000 to \$700,000.
- Created, optimized, and incorporated a vRay and Mental Ray render engine pipeline when using software Autodesk Maya as an interchangeable workflow with Cinema 4D, increasing efficiency by 70 percent and an adaptable software environment.

Method Studios February 2016 - March 2016 | June 2016 - June 2016 | August 2016 - September 2016

### 3D Modeler

- Participated in the creation of three-dimensional objects on commercials for high profile clients at a visual effects studio, while working in a Linux environment and utilized basic Python to create assets.
- Triaged communication with several departments to ensure all assets from film production was delivered to appropriate areas to meet deadlines.

Mastersfx

August 2015 - October 2015

### 3D Modeler

- Produced complicated models at a special effects studio that ranged from three-dimensional environments to digital replicated heads on a feature film that had a budget of \$5 million.
- Managed and collaborated with various artists to create a foundation for the computer graphics pipeline, while working on multiple aspects such as camera layout, texturing, and lighting of three-dimensional environments.

Academy of Art University - Studio X/Studio 400A

October 2012 - May 2014

### 3D Artist

- Managed multiple projects and operated in several departments including aesthetics to consulting with direction with projects while overseeing and consulting with directors to the modeling section for over fifteen projects that ranged from indie movies to animation shorts.
- Established modeling guidelines that outlined proper procedures and modeling etiquette on a project basis.

## SKILLS:

Proficient: Autodesk: Maya, Mudbox | Pixologic Zbrush | Adobe: Photoshop, Illustrator, After Effects

Basic: Maxon Cinema 4D | Mental Ray | Vray | Microsoft: Word, Excel, Powerpoint | Python