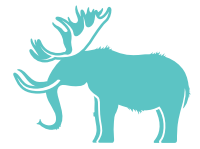


# Jinmu Staddon

portfolio: [www.JinmuStaddon.com](http://www.JinmuStaddon.com)



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## SUMMARY

I'm a **3D generalist** with 12 years of diverse experience. I love solving problems and being creative as part of a team of talented, motivated artists.

## MAIN TECHNICAL SKILLS

- |   |               |               |
|---|---------------|---------------|
| + Interior and Exterior Architectural Visualization | + 3ds Max     | + Rhino3D     |
| + Product Visualization                             | + V-Ray       | + Photoshop   |
| + Understanding Architectural Drawings              | + RailClone   | + Illustrator |
| + Photo Retouching                                  | + Forest Pack | + InDesign    |

## RELEVANT EXPERIENCE

**DENNIS GROUP**, Springfield, Massachusetts Sept 2016 - Present  
*Art Director:* I lead a team of two other artists to create visualizations, conceptual architectural design, and graphic design to help support project bids and differentiate DG from the competition. I oversaw the visual aspects of the company rebrand and set a new company standard for archviz. On multiple occasions, my team's renderings have been credited for winning project bids, bringing in many thousands and subsequent millions in revenue for the company.

**JINMU STADDON**, Brooklyn, New York Mar 2010 - Present  
*Independent 3D Artist:* I've done a wide variety of 3D and design work for clients in the design industry. Architectural design and visualization, product design and visualization, 3D modeling for production, animation, and more.

**ARULIDEN**, New York City, New York July 2010 - July 2011  
*Designer:* I did a broad range of work in a number of different capacities—everything from architectural design to product visualization. I interacted with clients, participated in internal brainstorms and critiques, and led in-office tutorials on 3D software.

## EDUCATION

**UNIVERSITY OF MICHIGAN**, Ann Arbor, MI Sept 2005 - May 2009  
A. Alfred Taubman College of Architecture + Urban Planning  
Bachelor of Science, Architecture (GPA: 3.61/4.00)

## WORKPLACE SKILLS

- Very strong written, verbal, and visual communication skills
- Sensitive to interpersonal/office dynamics
- Eager to take the initiative on projects and professional development
- Able to both lead and work very well within a team as well as be independent/self-directed
- Enjoy and excel at working with people of many different backgrounds and personalities
- Love exchanging knowledge with coworkers day-to-day and in more formal teaching settings