

Justin Bergevin
Email: jmb@justinbergevin.com

Objective

To improve skills in design, manufacturing, and management.

Summary of Qualifications

- A broad knowledge of 3D and 2D software.
- A passion to bring about high quality production.
- Creative and inventive design and problem solving abilities.
- Driven to seek out more innovative approaches and practices.
- An ability to learn new tools, work flows and processes quickly.
- A broad knowledge of materials and manufacturing techniques.
- Effective communication and team working skills.

Skill Set

- Hands on craftsmanship and mechanical skills.
- AutoCAD, 3ds Max, Maya, Softimage, Zbrush.
- Adobe CS5 (Photoshop, Premier, After Effects, Illustrator, Dreamweaver, Acrobat, Bridge, Flash, Fireworks)
- HTML, JavaScript, CSS, XML
- Microsoft Office Suite (Outlook, Word, Excel, PowerPoint, Project, Publisher, Visio, InfoPath)

Work Experience

01/2012- Present Precision House Works Everett, WA.

Handyman / Remodeler.

- Estimate and manage home improvements and remodels.
- Design using 3DSMax and AutoCAD.
- Perform work in all fields of construction.
- Work with clients to ensure they are satisfied.

01/2012- Present JMB Digital Arts Everett, WA.

Visual Designer

- 3d Architectural design, modeling, and rendering.
- Produce 2d and 3d imagery and presentations.
- Design, produce, and manage marketing assets.
- Design, develop, and manage websites using HTML, JavaScript, CSS, and Flash.
- Work closely with clients to ensure high-quality and cost effective solutions.

08/2008 - 12/2011 Precision Earthworks, Inc. Mukilteo, WA

Drafting Technician.

- Prepared clear, complete and accurate working plans and detail drawings.
- Produced prints of all drawings.
- Built 3D GPS models to be used with GPS guided construction equipment.
- Setup and maintained GPS equipment.
- Performed as built surveys and GPS work flow management.
- Performed materials and quantity takeoffs.

08/2006 - 08/2008

Ballena Technologies, Inc.

Mill Creek, WA

Lead 3D Architectural Modeler.

- Reviewed technical information, built 3D models, textured, lit, animated, and rendered.
- Modeled 3D structures, environments, and other assets to be used for online 3D visualization.
- Worked with Director and other Artists to develop visual targets.
- Created tutorials and guidelines for outsourcing and feedback on artistic quality.
- Built flash websites and collaborated with programmers to meet design needs.
- Mentored and Managed new employees through best practices, processes, and procedures.

Education / Achievements

Henry Cogswell College - **Bachelor of Fine Arts**

The Art Institute of Seattle - **Associate of Applied Arts**

Boy Scouts of America - **Eagle Scout.**

Activities

Boy Scout leader, soccer, music and audio production, painting.