



# SCOTT R. POWERS

## 3D DIGITAL DESIGNER

[www.POWERSOF3D.com](http://www.POWERSOF3D.com)

### SKILLS

#### PRODUCTION AND DESIGN

Over 23 years of experience as a 3D modeler, animator & multimedia professional. Proven qualifications on a myriad of projects for major clients such as Alcon, Lockheed Martin, Sprint, RCA, City of Fort Worth, Radio Shack, Northrop Grumman, Boeing, CEC Entertainment, U.S. Air Force, U.S. Navy and Bell Helicopter. Broad skillset is applicable to 3D animation, film, television, video editing, compositing, print, web design and multimedia production.

- Reliable art and design professional, innovative images
- Constantly delivering results on time, never missing deadlines
- Enjoys learning and absorbing new information
- Detail oriented, self-motivated and enthusiastic project lead
- Outstanding communication and resourceful troubleshooting skills
- Accustomed to using complex aerospace CAD models
- Team oriented, able to work within all types of environments
- 30 years of leadership experience; well organized, highly capable
- Inventive freelance experience, seamless transition between office and home

#### LEADERSHIP

Leadership abilities include coordinating teams to create my designs, from small groups to large teams of over thirty people. Resources and people are promptly assigned into roles they can excel at, managing through servant leadership, coaching, collaborating, and corrective action when needed.

Highly successful at working one-on-one with a diverse variety of clients to make their concepts and visions a reality, resulting in finished products that are precisely what they want and exceed their expectations.

#### COMPUTER AND SOFTWARE CAPABILITIES

- Proficient using 3D Studio Max, Arnold, the Adobe Creative Suite and Microsoft Office Suite. Experience using V-Ray Next, Maya, Blender and FreeCAD.
- Building and designing workstations, troubleshooting hardware and software issues.

## WORK HISTORY

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### (TMP) THIRD MILLENNIUM PRODUCTIONS INC., FORT WORTH, TX — *Production Lead*

JUNE 1999 - PRESENT

- During the pandemic, I easily transitioned from our main office to my home office where I have done freelance in the evenings for years.
- Led and assisted a talented team of engineers and digital designers in the output of various commercials, infographics, 3D visualizations, and animated diagrams for several local and national companies.
- Created and maintained TMP's public image through print, design, media and internet.
- Many product visualizations done in the past 12 years for the company are sensitive or classified relating to stealth fighter technologies, missile defense and space exploration, notably the human mission to Mars.
- Assumed the roles of three other employees when TMP split-up.
- Animated special F/X and background scenes using XYZ data captured by live action camera equipment; imported into a 3DS Max camera which was composited to the live action footage.
- First to animate Lockheed Martin's F-35B STOVL variant, utilizing classified CAD designs.
- Partnered with Circle R Media and RCA's Marketing team to create product commercials, including shooting on green screen for compositing and motion tracking scenarios.
- Generated animated ads for breaks between Garth Brooks' nationwide RCA sponsored tour.
- Created logo animations for Times Square for Radio Shack.
- Collaborated with the TMP team to create the interactive virtual reality VR Tech Expo, in VRML for Lockheed Martin's trade show exhibition area.
- Independently, in one day, conceived and implemented a solution that saved multiple scenes slated to be cut from Funimation's Galaxy 5000 movie due to time and budget constraints. Coordinated with the design team to complete an hour long movie, consisting of 3D animation and live action shot on green screen, in three months' time.

### WCG MARKETING AND ADVERTISING AGENCY, FORT WORTH, TX — *Creative Art Director/Production Lead*

JULY 1998 - JUNE 1999

- Developed, directed and generated animations for various nationwide TV/Cable commercials, some of which while still attending college.
- Single-handedly advanced the company from print media marketing to advanced video production and 3D animation, and gained national placement for ads.
- Produced graphics and logos for several products and companies.

## EDUCATION

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### THE ART INSTITUTE OF DALLAS — *Associate of Applied Arts in 3D Animation*

December 1998 • Deans list all semesters and Awarded Best Cinematographer

## ACCOMPLISHMENTS

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- Awarded several art grants for large and small hand built sculptures for Burning Man and its regionals. Utilized large and small volunteer groups to accomplish my goals.
- Work hand in hand with the 501(c)(3) non-profit Burners Without Borders(BWB) volunteering and leading projects.
- In The State of Maryland I was certified as a gifted and talented artist at the age of eight.