**TU CAM MALASPINA** Sarasota, Florida – tmalaspi@c.ringling.edu

609-892-8440 – <https://www.tucamarts.com>

**EDUCATION\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Ringling College of Art and Design**, Sarasota, FL **Atlantic Cape Community College**, Mays Landing, NJ

Bachelor of Arts in Visual Studies, May 2020 Associate Degree of Studio Arts, May 2015 GPA: 3.5 / 4.0

Concentration in 3D Modeling/ CG Generalist Deans’ List

**COLLABORATIVE EXPERIENCE\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Dog Toy Designer**, SmartPetLove LLC, Sarasota, November 2019

Initially joined as a concept artist, also worked on Design Concept Sheet and successfully provided the blueprint idea to creative team for final production:

• Adapted current company’s style and color theme, combined creative aspects of existing toys into visuals based on consumer research, and developed original figures for review.

• Designed two concepts, and rendered all two prototypes using Adobe Illustrator

• Successfully executed of final design in orthographic view and color callout for production.

**CG GENERALIST EXERIENCE\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**CG Generalist**, Ringling College of Art and Design, Sarasota, FL, 2016-2018  
As part of a foundation course, using Maya, Zbrush, 3D Coat, Arnold, Substance Painter, X-gen, Premiere, and Photoshop.

• Generated short animatics that would then be animated  
• Designed, modeled, textured, lighting and animated original characters, props and environments

• Created several short animations based on storyboards.

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**3D Modeling Artist,** Ringling College of Art and Design, Sarasota*, FL,* August 2016 – Present

For senior thesis, produced a 3d Art project based on research. Managed workflows, self-directed and resolved technical skills, cross-function tasks of meeting sensitive deadline.

 Designing characters, environment and props by conducting research to accurately represent storytelling elements.

 Bringing 2D design concepts into 3D objects.

 Modeling consistent low and high poly models based on character sheet, re-topology, UV layout and painted textures.

 Collaborated with animation to ensure models are structured to achieve performance requirements.

**WORKING EXPERIENCE\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**  
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**Illustrator,** Self-Vigilant, Customized Emergency/Survival Kits e-commerce, Sarasota, FL, March 2017- December 2020

• Responsible for completed company’s Logo design based on company’s theme.

• Creating brochures, posters for social events and business cards.

**Table Game Dealer,** Bally’s Hotel & Casino, Atlantic City, NJ, April 2014 - August 2015

• Responsible for dealing cards and accurately payed out.

• Performed and maintained integrity of Blackjack, Poker and Roulette games.

• Maintained professionalism in a high volume workflow environment.

**EXTRACURRICULAR ACTIVITIES\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Maya Advance Modeling by Andy Beane**: LinkedIn Learning Course

**Sculpting a Creature with ZBrush & Photoshop**: LinkedIn Learning Course

**Hard Surface Modeling Course:** 2020, JLMussi

**SKILLS**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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**Proficient:** Autodesk Maya, ZBrush, Photoshop, Premiere, Microsoft Word, Excel, PowerPoint, digital art, digital sculpting, and traditional skills in anatomy, perspective, graphite drawing, pastel, ink, oil and acrylic paint, clay, paper, metal, and mixed media. **Working Knowledge:** Substance Painter, Adobe Illustrator, Nuke, 3D Coat, Arnold, Renderman,

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**AWARDS / COMMUNITY SERVICE\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

• **First place winner in Dog Toy Design Competition for SmartPetLove Company,** Nov 2019.The concept design was chosen to bring into production nationwide successfully by April of 2020. The toy was distributed at DogPerfect retail store.

• **Best of Ringling College of Art & Design in Visual Studies,** May2019.

• **Third place winner in Wine Label Design for Porter Family Vineyard from California,** April 2018.

• **Volunteer at Sarasota County Park, Recreation and Natural Resources “The Hermitage”,** August 2015.  
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