**Seth R Buchanan**

**3D Artist, Manager & Video Game Producer**

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Career Highlights

* Named *Top Leader* as Project Lead for Capstone Project “Escherreal” during FIEA Masters program
* Successful business owner with comprehensive experience detailed Architectural 3D renderings and animation
* Persistent success in leadership management of 68 personnel within 10 remote offices across the eastern U.S.
* Seminole County Teacher of the Year, exceptional instructor in higher education at Seminole State College and vast experience in corporate level technical training with advanced architectural production software
* Agent of Change leading the transformation an architectural firm from basic 2D drafting methodologies to intelligent object oriented 3D drafting and modeling practices
* Current Department of Defense Secret Clearance

Professional Career Overview

**Multimedia Design Engineer** | Lockheed Martin | 2014 - Present

* Create extremely detailed & optimized 3D models for cutting edge immersive simulation; FEDEX Boeing 767 “Preflight Trainer” & “Component Locator” to be used world-wide as a AAA quality aircraft training program
* Conceived, developed and defined highly detailed, animated 3D Models that mimic ‘true to life’ functionality of aircraft systems with troubleshooting, walkthrough, and instructional experiences in 3DS Max and Unity
* Play key-role in organizing team efforts by generating thorough documentation of project scope
* Produce and maintain 3D graphics for the Joint Strike Fighter (F-35) simulation database. Initiated and executed documentation of standard operating procedures and training tutorials for airfield modeling production

**Associate Engineering Manager** | Electronic Arts – Tiburon | 2013

* “Madden NFL” Project: Scrum Master and Product Owner for quality engineering efforts during development phase creating technical and creative approaches in automated testing procedures for critical design criteria
* “Tiger Woods” & “NBA Live” Project: Coordinated R&D efforts for automated quality assurance testing systems
* Contributed to development efforts for various games including “Madden NFL, “Tiger Woods PGA”, & “NBA Live”

Education

**A top-performing and highly respected 3D Artist credited with establishing excellence through seasoned experience and continued innovation. Illustrating productivity and diversity throughout project life-cycles and a breadth of experience that’s spans across creative design, strategic analysis, and project planning. Exceptional skills in leadership, communication and mentoring. A work ethic with a level of commitment to be rivaled.**

**Areas of Expertise**

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| --- | --- | --- |
| 3D Modeling in 3DS MAX  Project Management  Strategic Planning/Analysis  Agile Development | Rapid Prototyping  Visualization & Animation  Detailed Hyper-accurate Modeling  Interactive Technologies | Training & Documentation  Personnel Leadership  Autodesk Certified CAD Expert  Technical Problem Solving |

Professional Career Overview Continued

**Project Lead** | Florida Interactive Entertainment Academy (FIEA) | 2012 - 2013

* Served as project lead to the Capstone Project “Escherreal”. Directed brainstorming sessions, creative design charettes, scheduled coding sessions, and created voiceovers for two main roles in the game.
* Credited as the “Most Successful Leader” leading and driving the talent team to create one of the most significant games created for Florida Interactive Entertainment Academy (FIEA)
* Developed modified version of Agile Development to fulfill requirements of 14 Programmers, Artists & Producers

**Business Owner – Architectural Visualization** | Caslysworks, LLC | 2006 - 2012

* Directed an architectural 3D visualization company providing photorealistic Architectural 3D animation & imagery
* Provided consulting services improving productivity, standards, training & tool creation for multiple design firms
* Responsible for managing consultants, scope of work, budget and schedule for all projects
* Donated services to create animation for “Give Kids the World” theatre attraction for terminally ill children

**3D Visualization Director, CAD Manager, Project Manager** | Schenkelshultz Architecture | 1998 - 2009

* Directed Visualization Department producing renderings of Architecture & Interior Design projects’
* Generated hundreds of 3D Models, renderings, simulations and visual aids for presenting creative design intent
* Coordinated collaboration in production methodology with engineering, interior design and landscape disciplines
* Managed 60+ CAD personnel and all production standards across 10 offices nationwide
* Conducted corporate training in 3D Studio MAX, AutoCAD, SketchUp, Photoshop, & Premiere

**CAD Technician** | Sverdrup Facilities | 1997 - 1998

* Aided in design and drafting documentation of multiple projects including Universal Studios theme park ride Jurassic Park, Publix grocery stores and corporate headquarters
* Member of CAD Standards Team maintaining corporate CAD libraries assisting in Quality Control

**Military Experience**

**U.S. Navy – Desert Storm Veteran**

CTT2(NAC) Cryptologic Technician, Airborne ELINT Analyst | 4 Years

* Held Top Secret SCI security clearance & received 16 medals & commendations
* Executed over 200 combat flight hours in Operation Desert Storm on EP-3E Aircraft as a Laboratory Operator

Education

**M.S. | Interactive Entertainment** | University of Central Florida | Florida Interactive Entertainment Academy

**B.A.S. | Business Administration/Management** | University of Central Florida

**A.S. | Architectural Design |** Seminole State College

Technical Proficiency

3D Studio MAX, Adobe Creative Suite, Presagis Creator, Global Mapper, Premiere, Maya, Unity, UDK, Havok Vision, Cry Engine, Hansoft, Jira, AutoCAD, Autodesk Architecture, Microstation, M-Audio ProTools, Flash, Impact JS, and Microsoft Office Suite

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