

Stephen Palermini

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www.stephenpalermini.com

Education

Washington State University Vancouver
Bachelor of Arts: Digital Technology and Culture
Graduated: December 2014
GPA: 3.82

Military Service

United States Air Force
September 2000-January 2008

Skills

Photoshop	● ● ● ● ●
Illustrator	● ● ● ● ●
After Effects	● ● ● ● ●
InDesign	● ● ● ● ●
HTML5	● ● ● ● ●
CSS	● ● ● ● ●
Maya	● ● ● ● ●
Blender 3D	● ● ● ● ●
SketchUp	● ● ● ● ●
Solidworks	● ● ● ● ●
ArcGIS	● ● ● ● ●
Inventor	● ● ● ● ●
AutoCAD	● ● ● ● ●
Microstation	● ● ● ● ●
Trapcode	● ● ● ● ●

Experience

Director of Content

c3ms media

February 2015-Present

I work directly with clients to create and manage graphical content across a wide variety of industries and platforms, including touch presentations, user interfaces, menu boards, and corporate communications, while ensuring those systems remain online and accessible to end users.

Team Lead: 3D/Video/GIS

Life Renewed

<http://dte-wsuv.org/projects/life-renewed/>

September 2014-December 2014

I led a five person team in designing, creating, and animating 3D assets for the Interactive Education Environment at the Science and Learning Center at Mount St. Helens. Assets included wildlife, plant life and a 289 square mile landscape, the second largest ever placed in a videogame.

Designer

25th Anniversary Augmented Reality Installation

June 2014-August 2014

As part of a team of five, I designed an Augmented Reality installation, consisting of 22 8' banners utilizing 3D animation, video, sound and images, celebrating 25 years of Washington State University Vancouver's heritage and community impact.

Designer/3D Modeler/Animator

Pop Up Gallery: Jobs That Don't Exist Yet

<http://popupgallery.us/>

September 2013-December 2014

I designed and animated, with a team of six, an Augmented Reality mobile art exhibit prototype that presented future jobs and technologies to over 1000 grades 6-12 students in Washington, Oregon and California.

Civil Engineering Technician

US Army Corps of Engineers

March 2008-December 2012

I provided consistent, on-time support for the Hydraulics Engineering section, creating 3D and CAD visualizations, presentations and architectural walkthroughs of proposed sites, as well as creating 3D CFD water flow simulations, replicating real world results.