**Joe Tackett**

joertackett@gmail.com

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

**Position Senior 3d Graphic Artist / Co Lead**

Active Secret Clearance

**Experience**

**10/2018-current Island Creek Associates** New River, NC

**3d Graphic Artist CV/MV-22 Osprey Training Program**

* Same position as below under a new company name

**7/2014-10/2018 Imagine One** New River, NC

**3d Graphic Artist CV/MV-22 Osprey Training Program**

* Created a vast array of 2d and 3d media for V22 computer based training.
* Photographer, videographer, and editor for all media for use in training modules.
* Created highly realistic components in 3d for use in computer based training.

**9/2013-7/2014 nGrain** Richmond, Va

**3d Modeler**

* Created highly accurate, and optimized, 3d models for use in real time interactive training.

**6/2012-3/2014 L-3 Communications** Jacksonville, NC

**Co-Lead Artist CV/MV-22 Osprey Training Program**

* Actively kept content creation up as my previous job descriptions detail while leading a variety of teams on multiple projects.
* Led the massive overhaul of the CV-22 (Airforce) art program which included a national art team stretching across four different offices.
* Implemented new art standards in order to ease future reworks and organized a file structure to allow artists to easily find graphics they are searching for.
* Led multiple teams on the creation of content for 3d real time voxel based learning solutions. Worked on planning timelines and hour estimates of each project. Managed four offices of multi-disciplinary artists in each project.
* Created low poly environments and texture maps for use in real time training simulators.
* Developed graphics for proposals as well as concept art for use in obtaining new contracts.

**3/2007-6/2012 DPA/L-3 Communications** Jacksonville, NC

**3d Graphic Artist CV/MV-22 Osprey Training Program**

* Created graphics across a multitude of mediums for use in SCORM compliant computer based training. 3d Studio Max was used to create photo realistic replications of aircraft subsystems for use in rendered stills and animations. Adobe Photoshop was implemented for simple photo retouch as well as texture creation and compositing. Flash was used to create animated flowcharts and to hold animated sequences created in 3d Max.

**4/2005-3/2007 DPA/L-3 Communications**  New River, NC

**3d Graphic Artist CH-53E Training Program**

* Created 2d and 3d images, as well as animations, for use in computer based.
* Created action script coding in Flash for use in navigation and testing for training purposes.

**Education**

**2016-current Coastal Carolina Community College** Jacksonville, NC

* Finishing my Associates in Networking Technology

**2000-2004 School of Communication Arts**

Raleigh, NC

* Certificate in Digital Art and Animation

**Technical Skillset**

* Autodesk 3d Studio Max
* Texturing and material shader creation
* High and Low poly hard surface modeling
* 3d animations showing mechanical components
* Importing and optimizing 3d models for use in training
* Adobe suite of products (Photoshop, Flash/Animate, Premiere, Illustrator)
* Videography and editing
* Creating photoshoots for reference gathering
* Entry level Unreal 5 experience in modeling, texturing, and environment creation
* Microsoft Office suite of products