



STEPHEN JOSEPH REH

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OBJECTIVE

- Obtain a position where I can mature my software development skills and leverage my talents as an accomplished artist.

SUMMARY

- Technical artist with 6 years experience designing graphics and 3D environments for a real-time video gaming engine, developing patented art-rendering software tools, and building dynamic web sites.

SKILLS

- MaxScript, C#, .NET, JavaScript, C++
- 3ds Max, Gamebryo Gaming Engine, Photoshop, Illustrator, After Effects
- Current independent studies include Unreal Gaming Engine (UDK) and High Level Shader Language (HLSL)
- Fluent in German and Ukrainian languages

EXPERIENCE

- **Senior 3D Modeler & Scripter, NAVTEQ:** Chesterbrook, PA (08/04 – present)
 - For the past 6 years I have worked on the flagship television product at NAVTEQ. My work can be seen daily on network news stations across the country, and in parts of Europe.
 - Developed real-time 3D graphics packages used by network news stations to report on traffic nationwide.
 - Extensive work in 3D landmark, environment modeling, and 2D graphics creation.
 - On numerous occasions I have been responsible for the management of the entire art team.
 - Spearheaded the development of proprietary art tools written in a combination of MaxScript and C# increasing development efficiency of the artist team.
 - I am accustomed to communicating with a variety of clients and meeting very stringent deadlines.
 - Samples can be found here: <http://www.navteqmedia.com/tvgallery/commutevantage.html>
- **Web Developer, www.RunForJoan.com:** Newtown, PA (08/09 – present)
 - Designed and developed the homepage for an Alzheimer's Charity organization.
 - Created donation widget which queries a third party donation site using PHP and JavaScript.
- **Intern, Teenage Mutant Ninja Turtles, 4 Kids Productions, Inc.:** New York, NY (01/04 – 03/04)
 - Assisted the Storyboard and Design artists in preparing previsualization animatics for lead animators.
- **Intern, Dow Jones & Company, Inc.:** South Brunswick, NJ (06/00 – 09/00)
 - Generated timing reports for incoming headlines for the Newswires Division, working primarily on the UNIX platform, as well as the Open VMS platform, programming in DCL and C.

EDUCATION

- **BS, Computer Science Major, Penn State University,** University Park, PA (09/98 – 05/02)
 - Graduated with Honors
 - Completed a thesis entitled Particle Systems: Modeling the Physical Behavior of Sand Piles. This thesis researched the relationship between data storage and algorithm efficiency. The outcome was a program that would give 96.7% efficiency rating for both data storage and the algorithm.
- **AA, Animation Art & Design Major, The Art Institute of Philadelphia,** Philadelphia, PA (09/02 – 06/04)
 - Best of Quarter Award in Digital Video Editing, Storyboarding, & Portfolio