Simon Jasen Halpern

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Education   **Massachusetts Institute of Technology**   Cambridge, MA

B.S.A.D.   May, 2004

Major: Architecture / Visual Arts Concentration
Minor: Comparative Media Studies

Employment   **Computer Graphics Artist, Librarian**   Venice, CA
March 2006 – September 2012

Responsibilities included rigging, modeling and/or animation using SoftImage and Maya, post-effects (tracking, compositing) and diagramming for the following projects: *Killzone, M&M Pirate Pearls, Toyota Camry '06. Freedom Writers, Hugo Boss, Talladega Nights, Tender Interface, The Incredible Hulk, KIA Spectra: "Musical Chairs", GMC "Breaking Barriers", Major League All-Star Game, The Forest, AVPR: Aliens vs Predator - Requiem, Under Armour "The New Prototype", Wolverine, A-Team, Zookeeper, SP, Green Lantern, Pirates of the Caribbean: On Stranger Tides, Rise of the Planet of the Apes, Riot Games: League of Legends, T-Mobile "Winter Wonderland", Apple iPod Touch "Share the Fun", Honda Accord: "Through it All" Trident Vitality "Vigorate", KIA Optima "A Dream Car. For Real Life," G.I. Joe 2: Retaliation, Robopocalypse, Man of Steel, The Wolverine.*

Pixel Liberation Front
Colin Green: colin@thefront.com

Computer Graphics Artist   Los Angeles, CA
May 2007 – October 2007

Responsibilities included modeling and/or animation using Maya, and compositing using AfterEffects for the following projects: *Hotel For Dogs, G-Force, The Day the Earth Stood Still, Star Trek XI (STXI).*

Persistence of Vision
David Dozoretz: david@persistenceofvision.com

Computer Graphics Artist   Los Angeles, CA
January - February 2006

Responsibilities included modeling and/or animation using Maya and post-effects using using AfterEffects for the following projects: *Disaster, National Geographic's Sea Monsters*, and *Dashboard Confessional*.

Proof, Inc.
Ron Frankel: ron.proof@gmail.com

Special Skills   **Computer Proficiency in** (Adobe) Photoshop, Illustrator, Premiere, AfterEffects, Encore, Dreamweaver, Acrobat (Autodesk) Maya, SoftImage (The Pixel Farm) PFTrack, (The Foundry) NukeX.

Thorough Background in architectural studies, digital video conversion, graphic design, digital and analog SLR photography, photographic and fine art printing processes.