

Noel Michael Conrad

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EDUCATION

- **Ringling College of Art and Design, Sarasota, FL**
 - Bachelor of Arts: Visual Studies - 08/2022
 - Focus: Virtual Reality Development; Minor: Fine Arts

ENVIRONMENT ARTIST EXPERIENCE

- **Landscape Design Render Artist - Borden Landscape Architecture LLC, Sarasota, FL, 05/2023 - Current**
 - Rendered 2D architectural landscape designs from sketches and blueprints in Photoshop
 - Drafted schematic layouts for client presentations
 - Constructed environmental aspects, including background visuals and landscapes
- **Designer/Developer - 12 years of work experience, NoveltyHaus.com, Palmetto, FL, 03/2011 - Current**
 - Designed/produced figures with SLA printing, developed workflow with 3D design software
 - Managed artist commissions, planned schedules, and launched marketing campaigns
 - Developed and implemented e-commerce website and product delivery workflow, coordinated with suppliers
- **Simulcast Technician - 2 years of work experience, SANS Institute, Gaithersburg, MD, 2016 - 2018**
 - Traveled extensively for 12-day events across the United States, streamed cyber security course broadcasts
 - Prepared hardware kits for events, installed audio/visual in conference rooms for live broadcast
 - Managed volunteer staff to moderate between online training and in-person instructors

VIRTUAL REALITY and PROJECT MANAGEMENT EXPERIENCE

- **Virtual Reality Developer, Ringling College of Art and Design, Sarasota, FL, 2020 - 2022**
 - 2 years of coursework using Maya, Zbrush, Unreal Engine, Substance Suites, Premiere, After Effects, and Photoshop
 - Developed interactive 3D experiences for VR headsets, from design to implementation
 - Modeled, sculpted, rigged, textured, and animated characters, props, and environments
 - Programmed interactivity using Visual Scripting methods in Unreal Engine
- **Project Manager, Ringling College of Art and Design, Sarasota, FL, 2021 - 2022**
 - 1 year of coursework in the Business of Art and Design department
 - Organized a student-led program for campus beautification
 - Conducted marketing/business research and development as part of a team

SKILLS

- **Graphics:** Adobe Creative Suite, After Effects, Autodesk Maya, Blender, Figma, Photoshop, Premiere, Zbrush
- **Software:** Unreal Engine 5, Audition, Python, C++, Autodesk Fusion 360, Smartsheet
- **Fine Arts:** Multimedia Sculpture: Clay, Resin, SLA 3D printing, Painting: Acrylic, Digital, Gouache, Oil

AWARDS

- President's List Award 2022: Academic Achievement at Ringling College of Art and Design
- Best of Ringling 2021: Annual juried show featuring the best work from each department, Honorable Mention, Virtual Reality Development of Hands-on Pottery Sculpture 3D Interactive Experience