NEIL EPSTEIN
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[EMMY Award Recipient - 2D/3D Graphic Design; NBC - Olympics]

[Johnson & Johnson Headquarters – Silver Telly Award; Coronary STENT Press Conference and NY Film Festival Honors]

1/17 to Present

Chief Executive Officer

OmniPad Company, LLC

1485 Veterans Boulevard
Redwood City, California

8/16 to 1/17

Senior Paralegal – Juris Doctorate

Howard & Associates, PA

1415 East Piedmont Drive – Ste. 5
Tallahassee, Florida

*8/13 to 12/16

Enrolled in Florida State University – College of Law

9/05 to 8/13

Department Director - Graphic Design Legal Presentations Department

Trial Technologies, Inc.

1880 JFK Boulevard
6th Floor
Philadelphia, Pennsylvania

- Direct and Produce 2D and 3D litigation support for arbitration and trial purposes.
- Extensive use of Autodesk MAYA & Adobe After Effects – CS5 for the production of 2D/3D
  motion graphics content.

1/02 to 7/05

Department Director - 3D Graphic Design and Digital Media Department

Burlington County College

Route 530, Pemberton, New Jersey

- Instructed over 200 students per semester on After Effects, Photoshop, Illustrator, InDesign,
  MAYA. QUARK, Premier and PowerPoint.

- Designed, setup, networked and maintained two complete computer graphics labs.
- Supervised 5 full-time and 3 part-time Graphic Design Professors.
- Developed and implemented the college's curriculum for all Graphic Design, Digital Media and
  3D Animation courses.

7/99 to 1/02

> **Lead 3D Computer Animator** – Graphics Broadcast Designer
> NBC - Sydney OLYMPIC Broadcast
> Room 900 E., **NBC Studios**
> 30 Rockefeller Plaza, New York, New York
> and, On-Location at the International Broadcast Center
> in The Olympic Village - Sydney, Australia

- EMMY Award - "Excellence in Broadcast Sports Graphics"
- responsible for designing and producing 2D and 3D elements for NBC's entire broadcast of the
  Sydney 2000 Olympic Games.
- MAYA, After Effects and Adobe Suite were the primary software packages used for this work.
- Implemented four Silicon Graphics ONYX workstations dedicated solely to 3D Design.
- Produced real-time 3D animation on the Everest platform, by the Peak software company - This
  was the first time this system was used in a live broadcast.

10/97 to 7/99

> **2D/3D Animation/Graphics Specialist**
> Virtual Reality, 3D real-time character and environment modeling
> **Walt Disney Imagineering**
> 87 Airpark Road - Princeton, New Jersey
> 14 Flower Street - Glendale, California

> Projects:

> Walt Disney Imagineering's Ride The Comix™
> - Location Based Virtual Attraction for Walt Disney's DisneyQuest Virtual
> Reality Gaming Center; Downtown Disney - DisneyWorld, Orlando.

> Interactive Dance Studio™ PC Game
> - In partnership with Meta Creations, Inc.

> LABYRINTH™ Interactive PC game designed to showcase Pentium 4
> - in partnership with INTEL

- Designed and produced 3D characters and environments for use in real-time video game and
  virtual reality applications.
- MAYA, Photoshop and PerFly real-time software on Silicon Graphics workstations.
- Developed kinematic systems, and real-time 3D character rigging scenarios.
- Worked closely with 3D game programmers on the implementation of motion capture files and
  interactive environment configurations.

2/94 to 10/97
Department Director - 2D/3D Animation/Graphics
Johnson & Johnson Worldwide Headquarters
1 Johnson Plaza - Tower 211
New Brunswick, New Jersey

- 1996 Silver Telly Award
- 1994, 1995, 1996 New York Film Festival Honors
- Originated, implemented and maintained Graphic Design / 3D Animation studio.
- MAYA. Alias, WaveFront, Photoshop, Composer, Premier, Illustrator and PowerPoint software.
- Worked closely with Directors and Editors (in the J&J Headquarters PR Department) in the
  development of high-end video productions.

1/89 to 2/94
Owner/Operator
Nu-Tech Animation, Incorporated
1010 Mount Pleasant Way
Cherry Hill, New Jersey

- Developed, marketed, and operated a Graphic Design and 3D Animation company in the
  Philadelphia Metropolitan area.

- AT&T Topaz and WaveFront 3D software, as well as Photoshop and Illustrator.

EDUCATION

- Juris Doctorate, Florida State University – College of Law; Top 50 Law School
- Bachelor of Fine Arts, Rutgers University; Major: 3-D Computer Animation / Fine Arts

Specialized 3-D Graphics Training:
    WAVEFRONT - Advanced Visualizer; Santa Barbara, CA
    WAVEFRONT - Composer/Kinemation; Santa Barbara, CA
    SILICON STUDIOS - Level 2 Dynamation; Santa Monica, CA
    GLOBIX – Maya 6.0; New York, NY