





elizatheeclectic



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SKILLS

3D Modeling
3D Rigging
3D Animating
3D Environment Design
Lighting/Rendering
Texturing
Character Concept
Storyboarding
Writing

SOFTWARE

Adobe Photoshop, Illustrator, Premier Pro, and After Effects Final Cut

> Maya Blender ZBrush Substance Painter Storyboard Pro

EDUCATION

BFA - GRADUATED NOV 2020 Savannah College of Art and Design

Major: Animation / Minor: Storyboarding.

University of Versailles Saint-Quentin-en-Yvelines (UVSQ)

Study Abroad in 2016

Georgia State UniversityMajor: Film & Creative Writing.

EXPERIENCE

ACCOUNT MANAGER – A PROMOTIONS 03/2021 – PRESENT

Provided excellent client to client relations, brand awareness in diverse communities, promotion of products to businesses, team management, and handled inventory.

BOOKSELLER – BARNES & NOBLE 10/2014 – 01/2020

Provided personable customer service, organized and managed product, handled and catalogued inventory, and lead special events such as book-signings, community outreach, and fundraisers.

3D MODELER – "CRUMPLED" ANIMATION April 2019

Modeled assets such as A bookshelf, books, baskets, and a hamster cage & stylized hamster wheel in Maya.

3D MODELER – "THE BLOCKS GET DIVORCED" ANIMATION February 2020

Modeled and UVed a stylized briefcase

3D MODELER / ANIMATOR – "HAMSTER RUN" ANIMATION April 2020 – November 2020

Modeled assets such as hamster sipper and house exterior in Maya and the possum character using Maya and ZBrush.

3D MODELER / TEXTURE ARTIST – "KITES OF SUMPANGO" ANIMATION April 2020 – November 2020

Painted textures for characters and objects using Photoshop and ZBrush and UVed a few items using Maya.

TEXTURE ARTIST – "CAYA" ANIMATION April 2020

Animated Shot 3 in Maya.

Painted textures using Photoshop.

LIGHTING – "ALMOST CHRISTMAS" ANIMATION April 2020

Worked on the lighting using Arnold Render.

LIGHTING LEAD – "THE REVIEWS" ANIMATION June 2020 – November 2020

Lead a lighting team and composited and color corrected scenes in After Effects