

ALEXANDRA CROWDER

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OBJECTIVE

Recent graduate of a distinguished arts institute is seeking an animation position with a company that values creativity, ingenuity, technical competence, and dedication.

KEYWORDS

Animation; 3D; Modeling; Autodesk Maya; ZBrush; Photoshop; Texture; Mobile Game; Mobile Applications; Unity; 3DS Max

EDUCATION

Bachelor of Fine Arts

April 2017

Digipen Institute of Technology, Redmond, WA

- Concentrations in 2D and 3D modeling, animation, and texturing.
- Developed art and game concepts that were adopted into integrated projects.

SKILLS & ABILITIES

Art and Animation

- Lead animator and art designer for a mobile game.
- Animator and Designer for 2.5D platform game.
- Independent creator and developer of 3D film project which included animation and sound.
- Lead animator for short 2D animated film.

Technical

- High-level proficiency in drawing and animation software including: Photoshop, Autodesk Maya, ZBrush, and Unity.
- Skilled 2D animator using traditional techniques.
- Accomplished projects working individually and within group settings.
- Developed storyboards to aid the artistic development process.

Leadership

- Provided teaching, coaching, and mentoring of underclassmen as an adjunct teaching assistant.
- As animation lead, liaised with overall project leads, technical leads, and programmers to ensure unity of effort through several successful animation and game projects.

EXPERIENCE

Library Assistant, Digipen Institute of Technology, September 2015 - present

- Assisted faculty and students with retrieving and documenting research materials.

Adjunct Teaching Assistant, Digipen Institute of Technology, September 2014 – December 2014.

- Lead small group instructor for required freshman orientation class.

PORTFOLIO

alexcrowder.wixsite.com/main

Security clearance obtainable