



2D | 3D Media Generalist

awaustin.net  
AWA.animation@gmail.com  
630.664.3609

## OBJECTIVE

2D/3D animator and motion graphic designer seeking to apply skills on a wide variety of different media projects. From modeling, rigging to animating, I can enter the production pipeline where you need me.

## QUALIFICATIONS

### **Technical Skills**

3D: Organic & Hard Surface Modeling / Texturing / Rigging / Animating / Scripting (Mel)  
2D: Illustration/ Animation/ Motion Design / Scripting (Actionscript 3)

### **Software**

Adobe Suite : Ae, Ps, Ai, An (Fl), Pr, Au, Maya, C4D, Zbrush, Toon Boom Harmony  
Platforms: OS X, Windows

## EMPLOYMENT/ EXPERIENCE

### **Freelance**

Clients:

Agency EA/Grant Thornton : Fall 2016  
Xpress Video Productions: Summer-Fall 2016  
Hollister Inc : Spring 2016  
Sarofsky Studios : January 2016  
Chicago Field Museum: Fall 2014 (dinosaur reconstruction artist)  
RADAR Studios: Fall 2014 (production assistant)  
Augenblick Animation: Summer 2011 (animation assistant)

Authored two animated shorts:

*Athenaum* (2015) 3D Maya animation, and *Theosaurology* (2009) 2D cel animated

## EDUCATION

### **Savannah College of Art and Design**

MFA 2015, Animation

### **Columbia College Chicago**

Continued Education 2010-11, Animation

### **Rhode Island School of Design**

BFA 2009, Film/Animation/Video