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# KIRSTEN SCHOW

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GENERAL 3D ARTIST - HARD SURFACE AND CREATURE MODELER - ANIMATOR

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<http://kirstenschow.wix.com/portfolio>

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## EXPERIENCE

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### 3D Artist - "FORTIFI" Production - May 2017 - mid-June 2017

created a 2 minute product presentation video for Erkios Systems's newest product, FORTIFI, in a month and a half time limit  
performed solely as the general 3D artist, acting in all aspects of a production pipeline for a small production

### Freelance 2D/3D Artist - Aug. 2009 - Present

working as a 3D scan cleanup artist in Blender  
created and designed over 250 print designs for customers on Fiverr.com  
participated in various 2D and 3D contests on Freelancer.com  
modeled 3D weapon for client (appx. 8.5 hours model time)

### 3D Modeling Tutor - April 2016 - June 2016

tutored 30+ hours of hard surface and organic modeling in Modo and ZBrush to beginner student  
- taught student how to build their "critical eye" and to understand when to use the proper tools

### 3D Artist - "Thief of Always" Production - June 2015 - Sept. 2015

performed in a production setting for 3 months as a 3D Generalist, including modeling, texturing, rigging, animating, compositing, and rendering

- worked on a 2 person team to model, texture, animate, composite and render Harvey's Bedroom Setting
    - hard surface furniture (bed, dresser, various toys and props), bedroom structure, animated windows
  - modeled, textured, animated, composited, and rendered book advertisement section of film
  - created a bleeding ink effect using After Effects, animated, and composited credits section of film
- worked with a team of 35 fellow students, utilized problem solving skills and working under pressure, followed deadlines

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## EDUCATION

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### The Digital Animation and Visual Effects (DAVE) School - Orlando, FL - Sept. 2014 - Sept. 2015

Technical Degree in Animation/Visual Effects

### Park University - Parkville, MO - Aug. 2009 - May 2013

Bachelor of Arts in Graphic Design

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## SKILLS

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### Technical Skills:

Modo, Maya, ZBrush, Blender, Photoshop, Illustrator, Premiere Pro, Nuke/NukeX, V-Ray/Arnold/Mental Ray for Maya

### Personal Skills:

Great organization, works well in a team setting, patient, gives and receives constructive criticism, energetic

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