

ANNABELLE M. DEY

3D MODELER

annabelledey@gmail.com

EDUCATION

3D DEGREE EMPHASIS IN MODELING
ONE YEAR IMMERSION PROGRAM
VANCOUVER FILM SCHOOL - 3D PROGRAM

GRADUATED OCTOBER 2006
GPA 3.5

BACHELORS OF ART EMPHASIS IN DRAWING
MINOR IN ASTROPHYSICS
UNIVERSITY OF MINNESOTA - COLLEGE OF LIBERAL ARTS

GRADUATED MAY 2005
GPA 3.6
SUMMA CUM LAUDE

www.annabelledey.com

RECENT WORK

FREELANCE (WEB DESIGN) SEPT 2008 - PRESENT
SELF-EMPLOYED
- GRAPHIC/LOGO/WEB DESIGN (PHOTOSHOP)
- IMPLEMENTED IN CSS/HTML (HTML-KIT)

STANFORD IDTECH CAMPS JUNE 2008 - AUGUST 2008
LEAD INSTRUCTOR
- 3D CHARACTER MODELING (MAYA)
- MAP CREATION (WARCRAFT III EDITOR)

BLACKPOINT STUDIOS JULY 2007 - FEB 2008
3D MODELER
- MODELING 3D GAME ASSETS (MAYA)
- TEXTURING (MAYA, BODYPAIN, PHOTOSHOP)

GHOST PRODUCTIONS DEC 2006 - FEB 2007
INTERNSHIP
- POST PRODUCTION (AFTER EFFECTS)
- 3D ASSISTANT (MAYA)

PROFICIENT SOFTWARE

MAYA
PHOTOSHOP
AFTER EFFECTS
XSI
HTML/CSS EDITORS

OTHER INTERESTS

COMPUTER GAMING
FANTASY NOVELS
ROLLERBLADING
WRITING
HIKING

EXPERTISE IN 3D MODELING, TEXTURING, AND COMPOSITING

WITH ADDITIONAL KNOWLEDGE OF:

GENERAL 3D (ANIMATION, RIGGING, LIGHTING, AND SIMULATIONS), GRAPHIC DESIGN, FINE ARTS, AND WEB DESIGN

San Mateo, CA - annabelledey@gmail.com - cell ph 218.591.3991 - home ph 650.288.0926