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Profile Statement

3D animator focused on developing, building, and troubleshooting rigging and control systems for characters and assets in Autodesk Maya, with the patience and problem-solving skills to locate and correct errors in complex control systems.

Skills

Rigging, 3D animation.

Software

- Autodesk Maya
- Adobe Photoshop
- Adobe Premiere
- Adobe After Effects
- Microsoft Office (Word, Excel, Visio)

Education

The Art Institute of Las Vegas, Henderson, Nevada
Bachelor of Science in Media Arts & Animation

September 2013

Community College of Southern Nevada, Las Vegas, Nevada
Associate of Science in Electronic Engineering (Telecommunications emphasis)

December 2003

Work Experience

Clark County District Attorney
Family Support Division
Legal Office Assistant II
IT (2004-present):

February 1992 - Present

- Maintain electronic document templates and database
- Prepare and print large format charts, general clerical duties

Legal (1998-2004):

- Type documents and correspondence for attorneys, general clerical duties

Administration (1992-1998):

- Prepare payroll summaries, supply orders, organization charts, type legal documents, general clerical duties