

Julianne McCartney

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SUMMARY

I have worked 10 years in the field of Computer Graphics as a 3D Generalist, which means I'm able to perform a number of tasks in multiple programs. I feel that my diverse skills keep me sharp, and allow me to help fill in pipeline gaps in whatever studio I'm welcomed into. I most enjoy the character animation end of my job, but I also specialize in modeling, texturing, and lighting.

EXPERIENCE

3D Generalist - Freelance

Clients include:

The United Nations, Autodesk, BuzzFeed, PBS, All Things Media, Lockheed Martin, LifeNoggin, Break.com, Stanford University....

August 2014 - Present

I have used my skills to aid in the creation of movies, commercials, learning channel content, social awareness videos and advertising. I have provided everything from simple animation and rigging, to full on start to finish production on commercial pieces.

3D Animator with Generalist Duties

Claymore LLC

5-10 employees

August 2014 - September 2014

Responsible for: Animating and Modeling for online commercial. Modeling, lighting, and texturing environments in 3ds Max and Vray.

3D Motion Graphics - Graphic Artist

UMG Gaming

50-100 Employees

April 2014-Present

Responsible for: Sales video animation, Promotional material, and Business card designs.

Freelance Graphic/3D Artist and Creative Consultant

Remmey LLC

Feb 2014- May 2014

Responsible for: Site design elements, Consulting on design of promo material.

3D Animator with Generalist Duties

Dreamline LLC, Creative Department

January 2014 - July 2014

Responsible for: Animating and Modeling for online commercials. Modeling, lighting, and texturing environments in Maya and Vray.

3D Development & Animation

All Things Media, LLC

51-200 employees; Media Production industry

January 2009 – 2013 (4 years 7 months)

Helped create 3D environments and custom animations for interactive media.

Responsible for modeling and composing scenes, lighting and texturing, animating, and compositing.

3D Character Animator

Lockheed Martin - Splintertek LLC

Public Company; 10,001+ employees; LMT; Defense & Space industry

June 2008 – January 2009 (8 months)

Responsible for: Character and prop creation and animation in government training simulations

3D Generalist

D4 Creative Group

Privately Held; 11-50 employees; Marketing and Advertising industry
February 2008 – March 2008 (2 months)

3D Generalist duties; character animation, modeling, scene setup.
Also worked in photoshop and after effects editing elements for commercials.

EDUCATION

Animation Mentor

Certificate in Advanced Character Studies, Character Animation
2012 – 2014

Activities and Societies: Eager Beavers, AM Summer Crew 2012, Draw now!

Art Institute of Philadelphia

Bachelors, Media Arts and Animation
2004 – 2007

SKILLS

Maya - 3D Studio Max - Vray - After Effects - Mudbox - Zbrush - Photoshop -
Illustrator - Storyboarding

REFERENCES

Available upon request.