

Genevieve Watkins

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SUMMARY

Artist and computer graphics generalist with a focus on 3D Modeling. Skilled in both traditional and technical art, with a portfolio that demonstrates proficiencies in drawing, digital sculpting and painting, as well as collaborative productions. Seeking full-time, contract, and internship opportunities in a creative, academic, or business environment.

SKILLS

Skills include computer-aided graphic design, visual arts, digital painting, digital sculpting, 3D modeling; concept art, pre-production, scheduling, project management, shoot planning, asset creation, surfacing, digital compositing, lighting, post-production, and customer service. Can perform IT and office automation work in Windows, Macintosh, and Linux environments; adept in either individual or team settings; and a strong communicator with excellent skills in both written and verbal forms.

SOFTWARE COMPETENCIES

Proficient in Autodesk Maya, ZBrush, Marvelous Designer, TopoGun 2, HeadusUV Layout, Adobe Photoshop, Adobe Premiere Pro, Adobe Flash/Animate, Adobe InDesign, and Adobe Audition. Additional competencies include NukeX10, MARI, Substance Painter 2, Arnold 5, and Blender, as well as various Microsoft Office products.

PROFESSIONAL EXPERIENCE

TA CPSC 4910 | Clemson University | August 2017 – December 2018

Was graduate-level teaching assistant and grader for 50 to 70 students enrolled in the undergraduate Seminar in Professional Issues II course. Managed lab sessions twice a week to facilitate team collaboration on students' senior design projects.

TA DPA 3070 | Clemson University | August 2017 – December 2017

Was graduate-level teaching assistant and grader for 30 students enrolled in the undergraduate 3D Modeling and Animation course. Responsible for student learning in regards to creating individual 3D animated short films from concept to final renders.

3D Character Modeler | DreamWorks Animation Summer Program | May 2017 – July 2017

Worked on a team of six students to create the animated short film, *Disposable*, during a 10-week partnership between DreamWorks Animation and Clemson University. Contributed to the project as 3D Character Modeler in charge of the visual development and modeling of the main character's body. Additional contributions included matte painting the sky card and creating the end credit character drawing.

Student Consultant | CCIT Support Center | September 2014 – August 2016

Assisted with intake and examination of laptop computers. Answered IT questions or inquiries via emails, chat, phone, or in person. Consulted with students, faculty, and staff on IT-related issues such as account access, password resets, email setup, software installations, and hardware/software diagnostics. Assisted with repair and upgrading of Audio Visual Equipment in Clemson University's classrooms, auditoriums, and conference rooms.

UPIC Intern | Adobe Digital Studio | January 2016 – May 2016

Maintained Audio Production Studio and the Video Production Green Screen Studio. Answered student questions related to Adobe products, primarily audio- and video-related inquiries, as well as trouble shooting digital products and services.

PRODUCTIONS

Clemson University DPA, *Bait*

DreamWorks Animation and Clemson University DPA, *Disposable*

Clemson University DPA, *Terror on Planet Purple*

EDUCATION

Clemson University, Clemson, SC

Master of Fine Arts in Digital Production Arts

Anticipated Graduation, May 2019

GPA: 3.66/4.0

Clemson University, Clemson, SC

Bachelor of Science in Computer Science, May 2016

Minor in Digital Production Arts

GPA: 3.3/4.0