

RACHAEL CROSS

OBJECTIVE

A position as a 3D creature animator or 2D character artist in the film or game industry.

TECHNICAL QUALIFICATIONS

Proficient:	Familiar With:	Platforms:
Maya 2008 & 2009	UT2004 Editor	PC
Adobe Photoshop		Mac
Adobe After Effects		

EXPERIENCE

Freelance Commission Work **2002-Present**
Character art and design, concept work and websites for private clients. Mostly consisted of personal character designs and illustrations.

Screamers (School Project) **July 2008**
Created storyboards and animation for a short 3D character animation.

Lost Souls (Unreal Tournament Level) **October 2007**
Textured set pieces and environments for a group game level using Adobe Photoshop and the Unreal engine. Also created a personal level during the same 5 week course, doing the entire pipeline: concept art, modeling, texturing and level development.

EMPLOYMENT

Joint Genome Institute, Walnut Creek, CA **October 2009 - Present**
3D animation and concept art for a 2 minute animation for the DOE Joint Genome Institute. Animation consisted of work in Maya and After Effects of various elements, including animals and machinery.

EDUCATION

Ex'pression College for Digital Arts, Emeryville, CA **2006-2008**
Bachelor of Applied Science (Animation & Visual Effects)