

NATALIE ASPORT

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SUMMARY

- Knowledgeable of techniques and skills involved in the 3D animation pipeline.
- Extensive background in traditional art.
- Strong Problem Solving Skills/ Detail Oriented/ Disciplined/ Self-Motivated/ Dedicated/ Reliable/ Well-Organized/ Excellent Communication Skills/ Excellent Time Management/ Team Player

WORK EXPERIENCE

- February 2014 - Present **Avalanche Studios**, New York, New York - Environment Artist
Created and integrated art assets in proprietary game engine. Ensured overall quality and polish for final look of various environment assets in game.
- June 2013 - June 2014 **Legal Demonstrative Exhibits**, 3D Artist/ Intern
Created various CG anatomical models including human skeleton, spinal nerves, and brain to be used in medical animations for legal cases.
- June 2013 - August 2013 **Full Sail University**, Winter Park, FL- Intern
Assisted online students in the Computer Animation program.

PROJECTS

- December 2015 **Just Cause 3**- Playstation 4, Xbox, PC
Environment Artist for various structures throughout open world, animation props, Chaos Objects and DLC- Land Mech Assault. Assisted with vehicle and weapon integration.

EDUCATION

- May 2013 **Full Sail University**, Winter Park, FL
Bachelor of Science Degree in Computer Animation
- June-July 2010 **Ringling College of Art & Design**, Sarasota, FL
Accelerated College Courses in Photoshop, Traditional Sculpture, Figure Drawing, Graphic Design
- December 2013 **Gnomon Master Classes**, Los Angeles, CA
Advanced Creature Creation, Rendering in Maya, Motion Capture, Advanced Particle Techniques for VFX

SKILLS

- Ability to troubleshoot.
- Polygon modeling (Organic/ Hard Surface)
- Working with a team towards a common objective.
- Knowledge of graphic design.
- Concept art, character design
- Photoshop, Maya, ZBrush, xNormals, Quixel
- Eye for silhouette & form
- Well-versed in working with multiple mediums- acrylic paint, pen, pencil, clay.

VOLUNTEER EXPERIENCE

- October 2013 **Vietnam Brotherhood**, Orlando, FL
Event Flyer Designer
- July 2012- October 2012 **Dean Design a Guitar Event**, Winter Park, FL
Created guitar 2D concept and PowerPoint pitch presentation.
- June 2003 – March 2013 **Vietnam Brotherhood**, Orlando, FL
Program Coordinator

ACHIEVEMENTS/ AWARDS

- 2013 Valedictorian, Perfect Attendance Award
- 2012 Course Director Awards for Visual Effects, 2D, & Character Animation
- May 03, 2012 Selected to display artwork pieces, Orlando Museum of Art
- 2011 National Art Honors Society and Art Club Officer/ Kennesaw, GA

References upon request