

## Kristen Carter

kristenjcarter@gmail.com

www.buffypixels.com

### Objective

To find employment in a creative position that allows me to use and develop my skills as an artist and work with a team.

### Work Experience

Full Sail University  
Lead Lab Specialist

June 2006 - Present  
Winter Park, FL

- Instruct in lecture and labs for final Portfolio Content Creation course
- Art direct all students specializing in character art, including administering art tests to candidates interested in the character modeling specialization
- Create original assets and materials for demonstrations and lectures
- Create tutorials for Maya and Z-brush techniques
- Responsible for assisting and critiquing students in both Maya and Z-brush, with particular regard to high-resolution character creation
- Create character and scene assets as needed for various projects within the Computer Animation Program
- Organize and oversee Intern projects for creation of unique school character assets
- Create monthly lab schedule for an eight person team

Full Institute for Research and Entertainment  
Character Modeler

September 2009 - Present  
Winter Park, FL

- Project currently in development under NDA

Immediate Mode Interactive  
Freelance Artist

October 2008  
Longwood, FL

- Created default characters for an avatar system; including Z-brush sculpting, low-resolution models, and normal map generation

Otronicon at the Orlando Science Center  
Instructor

January 2007  
Orlando, FL

- Taught class for school-aged children on basic modeling

Central Florida Growth Project  
Freelance Artist

October 2005  
Orlando, FL

- Created original 3D scenes, including characters and backgrounds
- Responsible for camera and object animation, rendering, and minor editing

Kristen Carter

kristenjcarter@gmail.com

www.buffypixels.com

## Education

University of Central Florida  
Bachelor of Fine Arts specializing in Computer Animation

Orlando, FL  
December 2005

- Graduated with Honors

Full Sail University  
Associate of Science in Computer Animation

Winter Park, FL  
November 2004

## Skills

- Modeling with multiple surface types (Polygons, Sub-Ds, NURBS)
- Digital sculpting
- Creating characters: high resolution models, sculpted models, and real-time ready meshes
- Texturing in Adobe Photoshop
- Map creation, including both normal and displacement maps
- Creating both hard surface and organic models
- UV mapping
- Strong anatomical knowledge
- Traditional Drawing and Design skills
- Working knowledge of rigging, lighting, animation, and compositing
- Experienced with modeling and sculpting for rapid prototyping

## Software

- Autodesk Maya
- Pixologic Z-Brush
- Adobe Photoshop
- Adobe After Effects
- Santiago Orgaz's XNormal
- Roadkill UV Tool

## Awards

- Winner of MindStorm Labs 3D Character Sculpture Contest
- Graphic design short selected for New Generation 2005: The International Exhibition of Art Works by Professors and Students of Graphic Design, held in Korea