

JESSICA N. DREWRY

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OBJECTIVE

A position as a character rigger.

TECHNICAL QUALIFICATIONS

Proficient with Maya on both the Macintosh and PC.

Knowledgeable with zBrush, Mudbox, Photoshop, and Aftereffects.

SKILLS

Rigging, modeling, animation, basic texturing and dynamics

EXPERIENCE (*student work*)

Biped 2008

Rigged a woman, including advanced controls for the easy attachment and control of props, and created a five second animation of her lifting a large sledgehammer.

Short Animation 2008

Modeled, rigged, textured, and animated both a quadruped and a sextuped for a 30 second animation. Modeled and textured the setting, as well as modeling, texturing, rigging, and animating all props.

Unreal Tournament Levels 2007

Developed a personal level for Unreal Tournament. Modeled, textured, and placed a wide variety of pipes and boilers completely filling a large pit, as well as a moving van on the surface.

Worked with a group to create a group level. Modeled vault doors, a large globe, and balustrade.

Student Film 2006

Created a short film. Involved in all aspects -- scriptwriting, casting, directing, lighting, camera, editing and sound effects.

EMPLOYMENT

Bookworm Fair Oaks CA 2004-2006

Clerk

Opened and closed store, took in and gave credit for used books, priced and placed books on the floor, ran the cash register and directed customers to books.

Quizno's Orangevale CA 2004

Employee

Made and wrapped sandwiches, worked register, and cleaned the store.

EDUCATION

Ex'pression College for Digital Arts, Emeryville, CA 2006-2009

Bachelor of Applied Sciences, Animation and Visual Effects (pending 1/09)