

Rachel Hollenbeck
Telephone.: 702 274-7040
Email: rhollenbeck3@cox.net

SUMMARY OF ACHIEVEMENTS

- Create detailed organic models, textures and environments for television production.
- Effectively plan and manage multiple animation projects on a tight deadline.
- Ensure objectives are accomplished in accordance with team objectives and standards.
- Analyzed department pipeline to discover more efficient ways to utilize resources.
- Coordinated the successful simultaneous development of several projects.
- Delegate responsibilities and design time schedules.

SKILLSET

3D Modeling, Animation, Rigging and Texturing; Lighting and Rendering; Project Management; Illustration, Logo Design, Compositing; Pipeline organization

SOFTWARE KNOWLEDGE

Autodesk 3D Max, Autodesk Maya, ZBrush, Autodesk CAD, Adobe Photoshop, Adobe Illustrator, Adobe After Effects, Adobe Premiere, Corel Painter, Microsoft Office (Excel, Word, PowerPoint)

WORK EXPERIENCE

Current – March 2009

***Inviro Studios – Production Manager /Lead Character Artist
Las Vegas, NV***

In March 2009, Steelman Partners created an animation division. I was transitioned to this department as a 3D artist and quickly moved up to Lead 3D Character Artist and Production Manager. Manage a team of animator's, offsite 3D modellers and 1 Post Production Artist.

Responsible for creating 3D character models, environment, textures, lighting and renders. I am also responsible for the development of character rigs, facial morph targets and facial rigs for characters.

March 2009 – June 2007
Steelman Partners – 3D Artist
Las Vegas, NV

Worked as an 3D artist in creating realistic environments for architectural renderings.

June 2007 – May 2007
Mandalay Bay Hotel and Casino – Graphic Artist
Las Vegas, NV

Responsible for development of Mandalay Bay backhouse promotional and human resource material.

CONTRACT WORK

May 2008 – June 2008
Trigger LA- 3D Modeler
Los Angeles, CA

Modeled lead characters for development of online game for “X- files – I Want to Believe” movie.

August 2007 – April 2007
Kareem Productions – 3D Modeler
Las Vegas, NV

Created 3D environments, texturing and lighting for animated children’s film production. I also assisted the director with coordinating animation and story development. Delegate responsibilities and design time schedules.