

LISA SHEPHERD

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OBJECTIVE:

Obtain a position as a character or environment modeler in the Motion Graphics industry or the Animation industry.

EDUCATION:

University of Texas at Dallas, Richardson, Texas

- Bachelor of Arts/Arts and Technology

Graduated: Summa Cum Laude in Summer 2008

GPA: 3.93

ACHIEVEMENTS:

- Academic Recognition Scholarship, Freshman - Senior
- Deans' List: Fall 2004, Fall 2005, Fall 2006, Spring 2007, Fall 2007, Spring 2008

SPECIAL SKILLS:

- Autodesk Maya
- Adobe Photoshop
- Adobe Dreamweaver
- Adobe After Effects
- Adobe Flash
- Side Effects Houdini
- MS Office Applications
- C++/Java Programming
- Unix Programming
- DigiCell Flipbook
- Adobe Illustrator
- Adobe ImageReady
- Adobe Acrobat
- Word Perfect
- Windows Movie Maker

ABILITIES:

- Reliable/Dependable
- Detail Oriented
- Organized
- Adaptable/Flexible
- Eager to Learn and Improve
- Self Motivated
- Meets Deadlines
- Creative/Innovative
- Quality Oriented
- Team Player
- Dedicated/Focused
- Works Well Under Pressure
- Good Communication Skills

ACADEMIC PROJECTS:

3 minute Animated short – 11-week production class (Maya 8.5/2008)

- Modeled one of 4 character models to look like clay and match the other models; to specifications of designer.
- UVed and textured various props using Maya and Photoshop.
- Worked with team to animate three scenes synchronized with motion/action in other shots – car zooming around a corner; the driver clutching the steering wheel.

1 minute Animated short – 11-week capstone project (Maya 8.0)

- Set and maintained schedule for this self-paced project; coordinated with partner to keep on task.
- Modeled all characters, props, and environment.
- Textured one character and main props/environment elements – color/specular/bump maps in Photoshop.
- Created lighting for all scenes to resemble the sunny outdoors at noon.
- Composited the scenes, credits, and effects in Adobe After Effects.
- Edited separate sounds into single soundtrack using Roxio Sound Editor.
- Animated water in a river.

40 second animation short – 3-week class project (Maya 8.0)

- Animated two of six characters, collaborated on the story line. Skit about different methods of pulling and pushing boxes.
- Helped keep team-members on task and set due-dates to help finish on time.

WORK EXPERIENCE:

Legal Secretary

May 2007-August 2007

Shepherd Law Firm, Law Office of Jerry L. Niuman, Law Office of George S. McKearin – Sole Practitioners
Richardson, TX

- Answered phones to sustain continuous and clear communication.
- Organized and maintained filing system to ensure quick and easy access to data.
- Timely and efficient use of software to create legal documents from transcription.

Contract Animator

Liquid Logixx

April 2009-May 2009

- Rigging artist and sole keyframe animator for an end-level animation of an online video game.
- Helped fulfill deadline by providing necessary assistance with Lighting and Texturing.