ERIN CASWELL

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**Professional Summary**

My passion for storytelling and the human connection is what drives my work and my goals. I love to be surrounded by talented, driven people, value communication and teamwork, and am eager to learn. I believe strongly in the unique power of creative collaboration and the positive change it can create in the world.

**Software Expertise**

* Autodesk Suite
* Adobe Suite
* ZBrush
* Substance Painter
* Unity
* Marvelous Designer
* Unreal

**Professional Experience**

**3D Artist** 2/2019 – Present

Microsoft,Minecraft Team –Redmond, WA

* Create assets including pixel art, textures, models, graphic art, concepts and

Animation

* Collaborate with other artists, teams, and departments to achieve a common goal
* Proactively take on tasks and work autonomously when need arises

**Producer/ 3D Character Artist** 4/2018 – 4/2019

Broom Cupboard Studios–Seattle, WA

* Completed 2D and 3D art/assets for studio projects including narrative

illustrated games, short films, and music videos

* Produced 2D and 3D animation and effects for use in a theater production

**Freelance 3D Artist** –Seattle, WA 9/2018 – 2/2019

* Created 2D/3D assets for clients, including characters and environments
* Developed original characters for pixel art game
* Designed and animated story driven mobile app assets

**Production Manager/Modeler** 6/2015 – 7/2018

University of Washington, Animation Capstone Program – Seattle, WA

* Produced 3 animated short films and created film production quality assets
* Instructed university students on all aspects of 3D film pipeline
* Performed classroom demonstrations of 3D film production skills
* Managed administrative, technical, and production support for students and staff

**3D Artist Intern** 7/2015 – 10/2015

Pluto VR–Seattle, WA

* Learned the VR pipeline using Unity and Oculus
* Researched, designed, modeled, textured, lit and rendered a 3D set in Unity

**3D Production Pipeline Teaching Assistant** 6/2014 – 6/2015

University of Washington – Seattle, WA

* Instructed students on all aspects of 3D film pipeline
* Performed classroom demonstrations of 3D film production skills

**Education**

**AnimSchool –** 3D Character Track 2016 – 2018

**Bachelor of Arts** **–** Interdisciplinary Visual Arts (Focus in 3D) & Minor in French 2011 – 2015

University of Washington – Seattle, WA