

Elizabeth Paradis

lizagain@gmail.com

214-514-6369

Education

MFA Candidate
University of Texas at Dallas

BA, Arts and Technology
University of Texas at Dallas

Skills

3D

- Hi-Res and Low-Res Modeling
- Digital Sculpting and Normal Maps
- Mechanical and Character Rigging
- Texture Painting
- Basic Lighting Rigs

2D

- Character Design
- Digital Painting
- Clip Art and Illustration
- Traditional Mediums

Software

Digital Media: Photoshop, After Effects, Premiere, Corel Painter
3D Programs: Maya, Zbrush, Softimage, Mudbox, Bodypaint, Xnormal, CrazyBump

Job Experience

- | | | |
|---|---|----------------|
| University of Texas at Dallas
<i>Teaching Assistant</i> | <ul style="list-style-type: none">• Teach a three hour <i>Intro to 3D Modeling and Texturing</i> class of thirty students.• Work closely with students, problem solving each issue.• Grade all assignments and answer all emails from students | 2010 – Present |
| Walt Disney Animation Studio
<i>Art Associate: Lead Modeler</i> | <ul style="list-style-type: none">• Modeled all characters, props, and environments for a Disney animated short, "Chalk."• Attended lectures and classes by many Disney legends.• Worked closely on projects with a Disney mentor perfecting mesh flow and model presentation | 2010 |
| Element X Creative
<i>Intern</i> | <ul style="list-style-type: none">• Modeled characters, environments, and props for animated series, "Bowlopolis"• Textured props and environments• Created expression and Phoneme blendshapes for all characters | 2008 - 2009 |
| Wild Hare Entertainment
<i>Quality Assurance</i> | <ul style="list-style-type: none">• Tested quality of games for bugs and localization on both PC and DS. | 2007 |