



# BRANDY WOODWARD

3D Modeler and 2D/3D Animator

(928)•273•6838

woodwardanimation.com

brandy@woodwardanimation.com

## WORK EXPERIENCE:

### CONTENT PRODUCTION DESIGNER, TINYPRINTS

May 2015 - Sep 2015, Apr 2016 - Present

With experience using two different back-end systems, responsible for cleaning up new designs to ensure that custom orders are simple for the customer. Clean up includes: tagging art files so the programs can differentiate between textboxes, overlays, photos, etc. Setting the site to recognize the product type, size, paper, and appropriate fulfillment section for each item. Template set up so that customers can adjust to their personal tastes and information, ensuring all photos the customers load can be placed and sized. Checking that text, overlays and photos stack appropriately with each variable. Communicating with QA team on required fixes and troubleshooting.

### PRODUCTION DESIGNER, TINYPRINTS

Oct 2014 - Dec 2014, Oct 2015 - Mar 2016

Responsible for customizing, photo-editing, and proofreading customer holiday cards, invitations, and photo gifts prior to print and ensuring customer satisfaction. Photo edits included lighting and color adjustment to highlight the subject matter. Proofreading included verifying all pertinent information was included and displayed, as well as checking grammar and spelling. Initiated contact with customers to guide them towards solutions regarding severe photo issues or tricky layout customizations.

### ANIMATOR, RESOLUTIONS MULTIMEDIA

Jan 2015 - May 2015

Creating multiple, deadline-intensive vector and motion graphics for learning and management systems. Working within strict design guidelines to ensure consistent feel and function.

### ART CONTRACTOR, PING INC.

Jun 2012 - Apr 2014

Responsible for various visual arts tasks including design of nine guiding characters for “Pingology” online learning management system. Front-end redesign of websites for PING projects, nFlight Mobile and Junior Golf University. Redesign, modeling, and rigging of Mr. Ping mascot character and pro golfer 3D caricature proof-of-concept. Optimization of club head models for real-time rendering use. Created instructional motion graphics for iPing mobile club fitting software. Weekly presentation of project updates to coworkers from the art and programming departments to coordinate goals and integrate functionality.

## EDUCATION:

The Art Institute of Phoenix - Alpha Beta Kappa Honors  
Bachelor of Arts, Media Arts & Animation

Graduated 2011

Northern Arizona University, Flagstaff, AZ  
Visual Communications/Graphic Design

2006-2009

## SKILLS:

Maya	Illustrator	Unity	Customer Service
3ds Max	After Effects	MS Office	Presentation
ZBrush	Flash	HTML	Storyboarding
Photoshop	InDesign	CSS	Creative Writing
Polymer Clay	Colored Pencil		

## PROJECT EXPERIENCE:

ILLUSTRATION LAYOUT, "THE LULLABY"

Nov 2011 - Mar 2012

Based on author's notes, correspondence, and final text copy, created: concepts, layouts, 3D mockups, and drawings for work-in-progress children's book.

COMMISSIONED SCULPTURE, "CECELIA HEAD"

Oct 2011 - Feb 2012

Using 2D drawings, created one-of-a-kind, hand sculpted & painted head compatible with mass-manufactured doll body.

HONORS TEAM PRODUCTION, "WHERE'S YOUR HOMEWORK?"

Apr - Sep 2011

Lead the efforts of 2D and 3D production, character design, character color palette design, character texturing, voice, 2D and 3D animation to create a unique and humorous animated short of a boy's excuses for not having his homework.

## HONORS/AWARDS:

72-Hour Animating Challenge

August 2010

National Novel Writing Month

November 2006-2015

Alpha Beta Kappa Honors Society

2011-2012

President's Honor Roll

2009 and 2011

Dean's Honor Roll

2009 - 2011

Sculpture on Public Display

January 2010-December 2011

