ALISON VOLKMAR

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Work Experience

ITEC Entertainment, FL — *Graphic Designer*

Sept 2019 - current

Logos, style guides, documentation, product packages, infographics, booklets and many more print/web assets for theme parks.

AEgis Technologies, FL — *3D Modeler & Graphic Designer*

Sept 2017 - June 2019

3D Modeling and texturing for military simulations using Maya, Photoshop, Substance Painter. Created branding, logo and web design.

NSI Nails, PA — *Graphic Designer & Advertising*

April 2016 - Aug. 2017

Assisted the director of Graphic Design with any product visualization needs for both print and web. Created graphics for ads and marketing.

CG Master Academy, CA — *Admin Asst. , Graphic Designer*

Oct. 2013 - Oct 2015

Social media manager. Created graphics for marketing and advertising, created web designs and also registered and sold student courses.

Skechers USA, CA — *Freelance 3D Artist & Advertising*

March 2013 - May 2013

Managed a team of artists to make a looping 3D aquarium for one of their showrooms. Created ads for the GoWalk and GoRun product lines.

Bento Box Entertainment LLC, CA — *Freelance Illustrator and 3D Artist*

July 2012 - Sept. 2012

Worked with Alicia Keys' team to develop assets for her original game app "The Journal of Mama Mae and Lee Lee" using Unity, Maya and Photoshop.

Nickelodeon Animation, CA — *Lighting Supervisor Assistant*

Oct 2011 - Jan 2012

Was on the "Robot and Monster" production team providing quality checks and edits to compositions before final cuts using Nuke and Maya.

TurboSquid, LA — *Lead 3D Artist & Graphic Designer*

May 2010 - Sept. 2011

Spearheaded development for the CheckMate system to increase quality standards throughout the TurboSquid 3D marketplace. Web mockups.

Electronic Arts, FL — *3D Modeler & Texture Artist*

Dec 2009 - May 2010

Worked directly with Nike, Adidas, Footjoy and other golf apparel brands to recreate them in 3D format for Tiger Woods 2011 PGA Tour online shop.

Education

Full Sail University / Bachelor of Science
Oct. 2004 - Oct. 2006

Computer Animation studies. Focused primarily on lighting, rendering, shading and 3D modeling for film, advertisement and video game production.

Clients

JPL / NASA • Annheuser-Busch • Nickelodeon • Skechers USA • BentoBox Interactive • Electronic Arts (EA Sports) • CG Master Academy • Smosh • Turbosquid • Woodbury University

Skills

Design: 3D Modeling • Illustration • Concept Sketches • Wireframes & Mockups • Style Guides • Product Design • Website Design • Graphic Design • Branding • Logos • UI/UX Design • Digital Painting • Website Mockups • Powerpoints and Presentation • Photo Manip

Collaboration: Friendly • High level social skills • Communicative • Flexible • Easy to work with • Enjoys teaching and helping others • Gives and takes critiques with grace and tact • Troubleshooting and problem solving skills • Experienced in remote work

Software: Maya • Photoshop • Illustrator • InDesign • Substance Painter • Zbrush • MentalRay • Keyshot • Unreal 4 • Unity • Adobe Premier • Adobe After Effects • FInal Cut Pro • Perforce • Tortoise SVN • Jira • Confluence • MS Office Suite • Asana • Powerpoint

See LinkedIn for more experience.

* References Available Upon Request