

ALISON VOLKMAR

3D GRAPHIC DESIGNER



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Salt Lake City, USA

EDUCATION

Bachelor of Science in Computer Animation

Full Sail University
Winter Park, FL
2004-2006

SOFTWARE

Maya & MentalRay/Arnold
Adobe Photoshop
Adobe Illustrator
Adobe InDesign
Substance Painter
Keyshot
Unity
Marmoset
Affinity Designer
Jira/Confluence/Asana
Perforce
Zbrush
Prezi
Adobe Acrobat DC
Adobe XD

SKILLS

3D Production Pipeline
Content for Print & Web
Logo & Branding
Product Visualization
Social Media Management
Illustration & Storyboarding

PROFILE SUMMARY

There are many Graphic Designers in the world, but not a lot of them are like me. With over 10 years of experience in multiple industries, I have a lot of skill sets and knowledge to offer my team.

EXPERIENCE

ONGOING FREELANCE 3D AND GRAPHIC DESIGNER

2011 – Present

I have been doing several contract and freelance Graphic Design and 3D jobs for about 10 years for clients such as JPL/NASA, Woodbury University, SMOSH, Skechers USA and more!

- Providing 3D product visualizations and video renderings.
- Creating customized branding, logos and style guides.
- Character and concept illustrations.
- Video game content creation.

GRAPHIC DESIGNER

ITEC ENTERTAINMENT | ORLANDO, FL | 2019 – 2020

A themed entertainment company that focuses on conceiving the world's next biggest attractions, I was able to wear many hats and help in the creation of:

- Look books, themed concept catalogues, posters, flyers and brochures.
- Logo and branding design for theme parks and their attractions within.
- Assets and organizational tools for leading a team of artists.
- Web design wireframing.
- Mobile game art UI creations and concepts.

3D MODELER

AEGIS TECHNOLOGIES | ORLANDO, FL | 2017 – 2019

Working in the military and defense industry, I was able to produce several assets for the US Army and Navy for training purposes including:

- Vehicle, weapon and prop 3D modeling built to tight specifications.
- Website wireframing, branding and logo creation for the company.
- Posters and expo content for massive print. Vendor relations.

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GRAPHIC DESIGNER

MORE SKILLS

Video Production
Project & Team Management
Event Hosting
Leadership
Educational Content Creation
CMS & Web Wireframing

INTERESTS

Traveling
Food
Art
Video Games
Social Media
Animals & Nature
Computers
Adventure

LANGUAGES

English (Native)

EXPERIENCE (Continued...)

GRAPHIC DESIGNER & SOCIAL MEDIA MANAGER

NSI NAILS | PHILADELPHIA, PA | 2016 – 2017

A beauty industry company specializing in nail product creation and education, I produced content for them including:

- Banners, manuals, brochures, flyers, swatch lists and product catalogues.
- Videos, gifs, email campaigns and marketing content for advertisement.
- Product mockup, package design and label creation.

ADMINISTRATIVE ASSISTANT & GRAPHIC DESIGNER

CG MASTER ACADEMY | LOS ANGELES, CA | 2014 – 2016

A themed entertainment company that focuses on conceiving the world's next biggest attractions, I was able to wear many hats and help in the creation of:

- Social media manager, customer service agent and student advisor.
- CMS, website wireframing, email campaigns and social media content.
- Hosted live events as well as managed the social accounts to stream from.
- Expo posters and banner creations, vendor relations.
- Educational content creation for their 3D school.
- IT help and monitoring online classes to assist teachers and students.

3D LIGHTING SUPERVISOR ASSISTANT

NICKELODEON | BURBANK, CA | 2011-2012

Hired on to help the supervisor in a time of pressure on the Robot and Monster show (right before the Viacom buyout). Tasks were:

- Perfecting scenes in Maya and ensuring proper light setup.
- Final composition editing in Nuke based on executive producer notes.
- Worked closely with the supervisor to adhere to standards of the show.

LEAD 3D ARTIST

TURBOSQUID | NEW ORLEANS, LA | 2010-2011

One of the first 3D online marketplaces, I was hired on as a customer service agent and quickly was promoted to Lead 3D Artist based on my performance and skills provided such as:

- Working directly with clients to fulfill specific 3D modeling needs.
- Managing a team of artists and creating education material for training.
- Spearheaded the Checkmate system, allowing for automated quality
- Website wireframing, content creation, CMS