

Katy Dobis

kdobis.com | 248-420-7891 | kdobis50@gmail.com

3D Generalist | 3D Animator | Motion Graphics

- 3D artist seeking full time or part time position which involves the use of her artistic and professional skills
- A reliable, organized, and self-motivated individual able to produce unique solutions to various problems
- Strong work ethic with great attention to detail

Experience

3D GENERALIST / 3D PRODUCT ARTIST | CHAMELEON POWER | JUNE 2014-PRESENT

- Created a library of over 750 assets for use in photorealistic 3D Renderings and Realtime applications such as WebGL, VR, AR, and mobile devices
- Methodically models products and architectural environments from CAD drawings, PDFs, and reference imagery
- Applies aesthetically pleasing lighting, set dressing, and post processing to Rendered and Realtime environments
- Accurately animates products to show functionality as well as breathing life into the environments
- Contributes to the development process using Scriptable Objects and Streaming Assets
- Organizes files and information received from client into working documents and logical folder structures
- Assists in the QA process and provides relevant feedback during peer reviews

STUDENT TUTOR / TEACHER'S ASSISTANT / MENTOR | THE ART INSTITUTE OF MICHIGAN - TROY | OCTOBER 2012-MARCH 2014

- Instructed beginning & intermediate students in 3D animation, materials & lighting, and modeling using Maya
- Design and animation using Adobe Photoshop, Illustrator, and Flash

CO-OWNER / TECHNICAL DIRECTOR | LILYPUP INTERACTIVE STUDIOS | JUNE 2011-PRESENT

- **"What Will Turtle Do?"**
 - Created dynamic storyboards and background panels, exciting scripts, and entertaining animations for interactive books on mobile devices. Over 100 copies sold
- **"Anani and the Sea Turtle" / "Anani and the Sea Turtle Activities Book"**
 - Contributed primarily as Art Director; Oversaw story, character, look, and art development, in addition to creating VFX and animations

2D ARTIST | VACUUM GENESIS | AUGUST 2010-OCTOBER 2011

- **"Maid Max Cleans Up Haunted House Hill"**
 - Developed icons, GUI pop-up panels, and backgrounds for up-coming Facebook game
 - Remotely collaborated with project manager to efficiently create items and meet all expectations

2D ARTIST | VIVOS INTERACTIVE | DECEMBER 2009-MAY 2010

- **"Arrival: Village Kasike"**
 - Created icons, GUI panels, cut scene art, and backgrounds for iPhone game released December 2012
 - Assisted in character development

Skills & Programs

SKILLS

- Modeling, Sculpting
- UV Mapping
- Texturing / Materials
- Lighting
- Rendering
- Animation
- Compositing / Post processing
- VFX / Motion Graphics
- Organization / Communication

PROGRAMS

- Maya, Blender, ZBrush
- Unity
- Mental Ray, VRay
- Microsoft Office, JIRA, Trello
- Substance Painter, Bitmap2Material
- Photoshop, Illustrator, After Effects, Premier Pro

Film Festivals

- 3D animated short film *Lights Out* featured at the Citrus Cel Animation Film Festival 2013

Education

MEDIA ARTS & ANIMATION BFA | MARCH 2014 | THE ART INSTITUTE OF MICHIGAN - TROY

- Maintained a GPA of 4.0 while achieving the President's Honor Role recognition every quarter
- Member of the President's Student Council and Animation Club
- Strong project management skills: create schedules, meet deadlines, use appropriate level of detail

GENERAL EDUCATION | FALL 2009-SPRING 2011 | OAKLAND COMMUNITY COLLEGE

- Maintained an overall GPA of 3.98 while achieving the Honor Role Student status every semester
- Java, Photoshop, and general education

Volunteer

ASSISTANT COACH | LAKE ORION BAPTIST SCHOOL | AUGUST 2009-FEBRUARY 2014

- Mentor players on and off the court by displaying a personal interest in the athletes and by leading by example
- Proven Success for individual players - Conference MVP and players selected for 1st and 2nd conference teams

LIBRARIAN / STRINGS CAMP INSTRUCTOR | ORION CHAMBER MUSIC SOCIETY | AUGUST 2007-AUGUST 2016

- The "go to person" for questions and problem solving
- Rehearsal Coordinator - organize music, set up/tear down stage equipment, and meeting rehearsal deadlines