

CARLEY ST. LOUIS

Digital Media Artist
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Professional Profile

A driven artist that does well under pressure and who holds herself to high expectations. Works well collaboratively and is flexible with what the project demands. Thrives when working on a challenging project, and problem solves her way through.

Education

Maine College of Art, Senior - Current GPA 3.6

Major: Digital Media

Specializations include: 3D modeling, Computer Animation, Character design, and Game design.

Job Experience

September 2017 - Present

Independent Contractor

Bruce Allen: Technical Director at mOcean

Making artwork for a pitch of a virtual reality video series. Work includes; 3D Modeling, Character Design, and Concept art.

September 2015 - Present

Server, Culinary, Busser, Salad Prep

The Olive Garden, South Portland, ME

Work includes; sales, customer service, and food preparation.

August 2014 - January 2015

Work study, Tutor/Note taker

Maine College of Art, Portland, ME

Taking notes in academic classes for students with accommodations, and leading tutoring sessions with students for various classes.

June 2013- August 2015

Wait Staff

Twin Lake Villa, New London, NH

Awards and Scholarships

2016-2017

Maine College of Art

E. Kent and Beatrice Gordon Scholar for Excellence in Digital Media

2016-2017

Maine College of Art

5th Annual MECA Film Festival, Best Experimental Film award

Technical Skills

Software: Maya, Mudbox, Photoshop, After Effects, Unity, Illustrator, Matchmover, Premiere.

Graphics: 3D modeling, sculpting, texture maps, lighting, character design, rigging, 2D and 3D animation, concept art, and storyboards.