

ALEXANDRIA BEAVIN

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OBJECTIVE

To obtain an internship in the animation/gaming industries as an environment or background artist.

PROGRAMS

Photoshop, Maya, ZBrush, Speedtree, Toon Boom Harmony, Flip Book, Adobe Premier, Storyboard Pro, Dragon Frame

WORK EXPERIENCE

PROJECT FUN, REDMOND, WA

Teacher/TA – 2015-2017

- Teach students grades 1-12
- Specialized in subjects such as Stop Motion, Art, 2D Animation, 3D Animation
- Communicate with parents about in class learnings
- Create schedules and lesson plans

TA, REDMOND, WA

Ani 101 TA – 2016

- Help students in class
- Run TA hours to critique homework and in class assignments
- Grade tests

INTERNSHIP

WALT DISNEY WORLD, Orlando, FL

Intern - Disney College Program – 2011

- Making Magic
- Greet guests and perform crowd control
- Ensure customer needs and desires are met
- Answer customers' questions, and provide information on procedures or policies.

EDUCATION

DIGIPEN INSTITUTE OF TECHNOLOGY, Redmond, WA

BFA - Digital Art & Animation, December 2018

- Created backgrounds, environments, and concept art for 4 game teams
- Created backgrounds and clean up animation for an animation team

SHERIDAN INSTITUTE OF TECHNOLOGY & ADVANCED LEARNING, Oakville, Ontario Canada

- Completed coursework towards Visual and Creative Arts, April 2014

ADDITIONAL SKILLS

2D Animation, 3D animation, Background Art, Concept Art, Stop Motion, 3D Modeling, Storyboarding