Amanda Morrison

Designer | UI/UX | 3D

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AmandaMorrisonArtist@gmail.com
AmandaMorrisonArt.com
LinkedIn

Skills

UI/UX: User research, Usability testing and analysis, Style guide design, Rapid prototyping, HTML, CSS, JavaScript

3D: Polygon modeling; high- and low-poly, hard surface and organic, UV mapping and texturing, Re-topologizing and optimization of models, Photogrammetry, Rigging, animation, and rendering, Stylization, Physically-Based Rendering (PBR) workflow, 3D visualization

Tools

UI/UX: Sketch, InVision, Balsamiq, Flinto, Adobe Creative Suite, Microsoft Office, Keynote

3D: Autodesk Maya, Pixologic ZBrush, Substance Designer, Unity, Keyshot, Adobe Creative Suite

Experience

Self-Employed / Freelance 3D Modeler
JULY 2016 - PRESENT,   REMOTE

Create 3D models, animations, still renders, and simulations using a variety of software for use in mobile apps, training, marketing, patent application, product design, interior design, and architectural visualization. Contracts include:

- Environment modeling for a VR mobile application.
- Asset modeling for mobile applications.
- Environment modeling for an AR mobile application.
- Animation for architectural visualization.
- Asset modeling for mobile games.

Unboxed Training & Technology / Animator
OCTOBER 2019 - PRESENT (CONTRACT),   RICHMOND, VA

Collaborate with Content Strategists and Animators to create 2D animations for a variety of clients, working mainly in Adobe Photoshop, AfterEffects, and Illustrator. Design motion graphics based on storyboards and scripts. Deliver files for internal review before send-off to client on a quick turnaround. Maintain set file structure so files and assets can be easily handed off to other artists when needed.

ACM SIGGRAPH / Student Volunteer
AUGUST 2018, JULY 2019,   VANCOUVER, BC, LOS ANGELES, CA

Demonstrated leadership skills, team spirit, and dedication to service while helping others and contributing to the advancement of the computer graphics industry.

Daily Planet Health Services / Animation Intern
SEPTEMBER 2017 - DECEMBER 2017, RICHMOND, VA

Created animations and videos educating patrons on various health, wellness, and medical topics. Collaborated with an internship partner to create cohesive and comprehensive 'edutainment' videos.

Domino's Pizza / Delivery Driver & Cashier
JUNE 2016 - AUGUST 2016, WOODBRIDGE, VA

Education

CareerFoundry / UI Design Program
MAY 2020 - MARCH 2021, REMOTE

Completed UI Design certification in three main segments; Intro to UI Design, UI Immersion, and Frontend Development for Designers.

Virginia Commonwealth University / BFA in Kinetic Imaging
AUGUST 2015 - MAY 2019, RICHMOND, VA

Graduated Magna Cum Laude with BFA in Kinetic Imaging (focus in 3D modeling) Minor in Environmental Studies. University honors: VCU Virginia Merit Award, 2015-2018. Dean's List, 2015-2018. University Student Scholar, 2016-2017.