

MARIA ENDERTON

mariaenderton@yahoo.com

www.enderton.com/maria

SKILLS

Digital

Capabilities: Modeling, Texturing, UV Layout, Lighting, Animation, Rigging, Rendering, Compositing, Scripting, Concept Art, Website Design/Creation

Software: Maya 2009-2011, Photoshop CS4, After Effects CS4, ZBrush 3.5, HeadUS UVLayout, Microsoft Office Suite; familiar with 3ds Max, Flash CS4, Illustrator CS4

Languages: C++, HTML; familiar with C, MEL, Java, Perl, ActionScript, OpenGL

Operating Systems: Windows (XP/Vista/7); familiar with Mac (OSX), Linux

Other

Traditional Artist: Multiple media including pastels, pencil, collage, charcoal

Languages: English, Danish; familiar with German

EDUCATION

Boston University Center for Digital Imaging Arts (CDIA), Waltham, MA 01/2010 - 09/2010

3D Animation + Interactive Media Certificate

Macalester College, Saint Paul, MN 08/1999 - 06/2003

Bachelor of Arts Degree (Majors: Computer Science and Psychology)

- Graduated *Magna Cum Laude* (3.89 GPA)

- Computer Science Capstone: *The Art and Practice of 3D Computer Generated Animation* (online at <http://www.enderton.com/maria/capstone/CScapstone2003.html>)

EXPERIENCE

Brickyard VFX, Boston, MA 08/2010 - present

Intern

- Provide office support and client assistance for a high end visual effects post-production studio
- Sit in and learn from senior artists, gaining better understanding of the post-production pipeline and the programs used

CDIA Practicum, Arthroplasty Patient Foundation, Woburn, MA 08/2010

Modeler, Texture Artist, Concept Development

- Collaborated with a small team to conceptualize, develop and create two animated medical visualizations on bacterial biofilm for a non-profit client; the animations will be embedded in a full-length documentary, set for release in 2011
- Modeled and textured various 3D assets, including a realistic human male, leg bones and knee prostheses utilizing Maya, ZBrush and Photoshop
- Met with client on a regular basis to assess the progress and refine the project goals while remaining on a rigid time-line

Zimmer Davis, Minneapolis, MN 11/2005 - 12/2009

Inventory Logistics Specialist

- Coordinated and monitored inventory movement for a multimillion dollar multi-state surgical products distribution center
- Initiated and completed several projects aimed at improving efficiency and reducing error
- Fulfilled and adapted to ever-changing stringent daily and long-term deadlines

Harcourt Assessment, Inc., Saint Paul, MN 04/2004 - 07/2004

Test Scorer

- Evaluated and scored written student responses for a national educational testing service

EXPERIENCE

- DePauw University**, Greencastle, IN 05/2001 - 07/2001
Computer Science Research Intern
• Performed background research on and assisted in programming a part-of-speech parser (using Perl) as part of a National Science Foundation sponsored internship
- Macalester College**, Saint Paul, MN 09/2000 - 05/2001
Assistant to Webmaster, Psychology Department
• Updated and proofread series of neuroscience student research project websites
- Teaching Assistant, Calculus I* 02/2000 - 05/2000
• Scored student assignments, conducted weekly group tutoring sessions, created website with homework solutions
-

ETCETERA

- Honors**
CDIA 3D Animation Character Portrait Design Challenge, First Place
Honor Society Member: Phi Beta Kappa, Upsilon Pi Epsilon (Computer Science), Psi Chi (Psychology)
- Activities and Interests**
Board, Card and Video Games; Knitting; Cross-Stitch; Danish Sisterhood of America
- References**
Available upon request