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# Chelsea Vera Hendron

Looking for a career in the field of animation/3D arts where my skills can propel me to a greater future. An ideal work environment would be one that challenges my current skill set while offering future opportunities for learning and development.

## EXPERIENCE

### **CGI Artist- Level 1-** *DreamView Studios, Novato*

June 2019- March 2020

- Designed the architecture and developed virtual showrooms for products listed on Wayfair, Home Depot, Overstock, BlueBell, and more.
- Produced many of the pieces used by DreamView's marketing & sales department
- Created work flows and processes that streamlined development and production operations
- Developed materials and provided training to staff learning new software applications

### **3D Environment Artist**— *Fuscoe Engineering, Irvine*

January 2017- June 2019

- Used CAD plans to create architectural designs and virtual reality (VR) environments for new construction projects.
- Designed and created View Simulations of clients existing building environments in 3Dsmax

### **3D Intern** — *Fuscoe Engineering, Irvine*

May 2016- January 2017

- Worked in Unreal, V-ray, and Red Shift by creating and developing properties and environments for clients

### **Assistant Manager-** *Michales*

January 2012- May 2015

- Open the store and manage employees to unload morning delivery truck
- Reconciled earnings from previous night to confirm accuracy
- Supervise schedules of employees to prevent overages.

## EDUCATION

**Laguna College of Art + Design, Laguna Beach** — *B.A -Game Design- 3D Environments- Graduated 2017*

**Saddleback College-** *2011-2014- Transfer*

**Tesoro High School-** *2011- Highschool Diploma*

## SKILLS

**BLS Certification-** *Basic Life Support, April 2020*

- Created 3D props, environments, and lighting for an Unreal VR/V-Ray/Redshift Environments as well as post process renders in After Effects.
- Team leadership experience
- Responsive to client requests when building Unreal/Vray environments
- Creates existing/proposed surfaces for camera tracking V-ray renders
- Ability to create Photogrammetry models through Google Earth and camera photos of existing properties with the goal of building on proposed architectural design
- Created a production database in order to access files efficiently and easily
- Experienced in designing creative media for use in social media, websites, and videos
- Excellent verbal presentation skills
- Has high Attention to detail under tight fast pace deadlines and quick turn around

## Software

3Ds Max, Maya, Photoshop, After Effects, Speedtree, xnormal, Substance Painter, Substance Designer, Zbrush, Corona, Keyshot, Redshift, Unity, Unreal, Vray, World Creator, Arnold, Sketchup, Revit, Mac, Microsoft Office Suite, Word, Excel, Powerpoint, CAD, Rino.