

CHARLENE TEETS

3D GENERALIST

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Experienced 3D Designer with a passion for the 3D pipeline and emerging technologies. Specializes in hard surface modeling and possesses a broad understanding of the production process. Known for strong management skills, a focus on client relationships, and a collaborative work ethic. Leverages a video game art background for flexible problem-solving, paired with an enthusiastic personality and Ohioan hospitality.

SKILLS

- ◆ Concept / Storyboard
- ◆ Rigging / Animation
- ◆ Unreal Engine
- ◆ AfterEffects
- ◆ 3D Modeling
- ◆ Lighting / Optimize
- ◆ Unity
- ◆ Motion Graphics
- ◆ User Experience Design
- ◆ Rendering
- ◆ Maya / Blender
- ◆ Substance Painter
- ◆ Texturing
- ◆ Video Editing
- ◆ Illustrator / Photoshop
- ◆ Zbrush

WORK EXPERIENCE

INTEL CORPORATION, San Jose, CA

8/2018 - PRESENT | 6yr 3 Months

Digital Demo 3D Artist and UX Designer

Member of Intel's Innovation Demos Team, utilizing 3D and 2D skills to create immersive and impactful demos that effectively showcase Intel's capabilities.

- Created interactive demos with Unreal Engine, developed realistic Intel chip models from photos, and produced 3D and 2D intros and outros for demos and videos. Also designed engaging augmented reality (AR) experiences to enhance user interaction.
- Collaborated with internal clients to develop demos that simplify complex topics, emerging technologies, and Intel's offerings, working closely with project managers to ensure clarity.
- Developed 63 demos in solo and collaborative settings, showcased at major events like CES and smaller venues like the World Economic Forum, with some maintained for over a year.

Drone Light Show Designer

Lead and design 3D animations by utilizing a large, unrestricted environment that showcases the power of Intel drone light show technology for tier-one customers.

- Crafted low-poly models, animated dynamic mesh movements, and executed technological requirements with Pflow in 3dsmax to translate concept art into 3D vertex focused elements.
- Demonstrated effective global communication across cultures by building trust and strong relationships to meet or exceed customer goals and expectations.
- Designed 21 successful animations for tier-one clients like Amazon and Netflix. Created 59 assets for an internal library, enhancing design flexibility in drone show development.

AOPEN, San Jose, CA

2/2017 – 7/2018 | 1yr 6 Months

3D Design and Digital Marketing

AOPEN makes commercial-grade devices that power digital signage solutions.

Started as a Graphic design intern for 5 months then became full time.

- Created a 3D virtual lab for customers to experience devices before purchase.
- Execute marketing tasks, including social media banners, video editing, motion graphics, and one-pagers to engage customers, promote new products, and maintain social mediapresence.
- Partnered with Sales and Marketing to create marketing materials aligned for target audiences.

EDUCATION

Bachelor of Arts (BA), Degree in Game Design Art

Cum Laude Cogswell College, San Jose, CA