

CHARLENE TEETS

3D GENERALIST

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Experienced 3D Designer whose passion lies in the 3D pipeline with interest in emerging technologies. Specialty in hard surface modeling with a knowledgeable background in different aspects of the 3D pipeline which allows for the perspective to see the bigger production direction and plan appropriately. Known for having strong management skills, prioritizing client relationships, team-player work ethic, and passion for personal development. Ability to utilize a video game art background to stay flexible and work through roadblocks and gain a unique perspective for problem-solving. Demonstrates an authentic personality and contagious enthusiasm delivered with an Ohioan hospitality.

SKILLS

- ◆ Concepting
- ◆ Storyboarding
- ◆ Modeling
- ◆ Texturing
- ◆ Rigging
- ◆ Animating
- ◆ Maya
- ◆ 3Ds Max
- ◆ Substance Painter
- ◆ AfterEffects
- ◆ Illustrator
- ◆ Photoshop
- ◆ Motion Graphics
- ◆ Video Editing
- ◆ Unreal
- ◆ Unity
- ◆ Zbrush
- ◆ GitHub

Work Experience

INTEL CORPORATION, San Jose, CA

8/2018 | PRESENT

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.

- Designed over 21 successful animations for tier-one customer events including companies such as; Amazon, Netflix, Disney Malaysia, and the Taiwan Government, resulting to return customers and high visibility for the end client's product release, logo reveals, or events.
- Implemented low-poly modeling in Maya, animated dynamic mesh movements, and executed technological requirements with Pflow in 3dsmax to translate concept art into 3D vertex focused elements.
- Demonstrated reliable and effective communication globally across different cultures and customers by building quality relationships and trust to satisfy/surpass their original goals and expectations.
- Created 59 assets for an internal asset library leading to future design flexibility and increased pre-production stage of drone show development.
- Developed 12 mockups and assets for sales materials that directly won shows, produced future opportunities, and furthered customer conversations.

AOPEN, San Jose, CA

2/2017 – 7/2018 | 1yr 6 Months

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

3D Design and Digital Marketing

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

- Built a 3D virtual lab using Unreal, Maya, and Substance Painter, allowing customers to experience their devices prior to purchase.
- Utilized Illustrator, Photoshop, and After Effects to execute daily marketing tasks like Social media banners, video editing, motion graphic videos, and one-pagers to be used to inform customers, market new products, and keep the company active on social media.
- Partnered with Sales and Marketing to create marketing materials aligned for target audiences.

CHARLENE TEETS - PG.2

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Work Experience Continued

Project X (College Studio), San Jose, CA

8/2016 – 12/2016 | 4 months

Project X is a studio at Cogswell College that creates animation shorts and submits them for film festivals.

Modeling Team Manager

- Made use of Maya and Zbrush skills to create new optimized 3D assets that were applied in a short film project.
- Cleaned pre-existing 3D assets with file conversion issues, non-optimal edge loop flow by retopoing, UV unwrapping, and prepping assets for the next stage in the pipeline.
- Managed modeling team of three by optimizing all related task sheets, outline priorities, delegate tasks, and re-organize file formatting to improve team productivity.

Kweerie App, San Jose, CA

4/2016 – 1/2017 | 10 months

Kweerie is a mobile app where users answer questions to earn points that translate to real-world coupons.

UI & Graphic Designer

- Communicated directly with Kweerie's Co-Founder on all art direction and UX decisions resulting in the overall cohesive design; assets include but not limited to; icons, mood, colors, and font choices.
- Acknowledged for contributing beyond the expected goals while providing design recommendations with structured agendas, asset deliveries, and icon boards to illustrate progress and developments.

Mediaworks (College Studio), San Jose, CA

6/2015 – 8/2016 | 1yr 3 months

Mediaworks is a studio at Cogswell College that has real-world clients fund marketing projects.

Modeling Team Designer | Studio Manager

- Completed 6 Projects and 4 as a Project Manager by heavy utilization of After effects, motion graphics, Illustrator, Photoshop, and Maya to create a mix between motion graphics and 3D animated clips.
- Facilitated communication between various team members, teachers, and end clients to move through roadblocks with more ease.
- Managed team members on daily tasks, various software applications, and client communications during my time as studio manager.

EDUCATION

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

2017

Cogswell College, Graduation with honors, Cum Laude