



# MAXWELL PURYEAR

3D ANIMATOR

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## PROJECTS

### Game Demo | May 2023

#### Project Manager

- Microsoft Office Suite and Google Apps
- Used Gantt charts and other living documents to manage the project's life cycle.

### Playable Game Level | May 2022

#### Developer (Solo Team)

- Unreal Engine
- Designed and developed a playable level with cinematic animations and environments.

### 3D Model | April 2021

#### Animator, Rigging

- Autodesk Maya
- Rigged 3D model skeleton for use in an animation showcase.



## SKILLS

- Hand-key 3D Animation
- Autodesk Maya, Blender
- Unreal Engine, SketchUp 3D Graphics
- Sony Vegas, Adobe Creative Suite
- Microsoft Office Suite
- Microsoft SQL Server, C #, Visual Basics (legacy)



## EDUCATION

### Purdue University Polytechnic New Albany, IN | 2024

#### Bachelor of Science in Computer Animation/Game Design

### Renaissance Academy | 2019

#### Honors Graduate



## EXPERIENCE

### Menards Clarksville, IN | 2020 - 2021

#### ASSOCIATE-BUILDING MATERIALS

### Home Depot Clarksville, IN | 2019

#### ASSOCIATE-LUMBER DEPARTMENT

### Qubeworx Jeffersonville, IN | 2018

#### PANEL WIREMAN