# **CHRIS AMHAUS**

## **SUMMARY OF BACKGROUND:**

An individual highly grounded in building collaborative efforts, including management of people and forming freelance ventures. Experienced in various elements of the marketing process in reaching a completed project. Strong dedication to organization and attention to detail. Strives to make colleagues and clients feel comfortable and open by working alongside them. Listening while also interposing creative solutions to problems. Can easily adapt to working on-site or remote environments as needed. Possesses the necessary technical experience and training, as well as the creative vision, that adds value to any team.

## **WORK EXPERIENCE:**

# **Security / Loss Prevention**

Saint Kate - The Arts Hotel; 2019 - present

Responsible for overseeing public safety and protection of business's property. First responder to guest and employee accidents or incidents, also creates any necessary legal documentation. Train new security staff members and created manuals for use with building's camera systems. Provids assistance to front desk, food & beverage, engineering, and housekeeping with various tasks specific to their department.

# Freelance Video Editor / Animator

THE WATER COUNCIL; 2018 – 2020

Responsible for creating several promotional pieces to be used on [www.thewatercouncil.com] and related newsletters. Created storyboards, animatics, multiple drafts options, and final animations and/or stills. Responsible for daily time management to meet milestones, making adjustments to projects based on client's requests, scheduling video/audio recording sessions, all while working alongside client to meet their project vision.

# Freelance Video Editor / Animator

STONEHOUSE WATER TECHNOLOGIES; 2014, 2018

Commissioned to create animated promotional piece for beta version of "WaterPOD" filtration system. Brought back on in 2018 to create additional promotional pieces for final version of "WaterPOD" filtration system. Responsible for creating storyboards, animatics, graphic assets, animation, editing, and directing all audio recording sessions. Tasks were completed while adhering to client's design and any requested changes.



www.chrisamhaus.com

133 W OREGON STREET APT #221 MILWAUKEE, WI 53204

#### **EDUCATION:**

University of Wisconsin – Milwaukee; Milwaukee, WI Bachelor of Fine Arts focus in Animation, December 2010

Milwaukee Area Technical College; Milwaukee, WI Associate in Animation, July 2012

# **SOFTWARE EXPERIENCE:**

- Adobe After Effects
- Adobe Flash/Animate
- Adobe Illustrator
- Adobe Photoshop
- Adobe Premiere
- Audacity
- Autodesk 3DS Max
- Autodesk Mudbox
- Autodesk Sketchbook
- Blender
- Final Cut Pro
- Microsoft Office
- Substance Painter

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### **WORK EXPERIENCE CONTINUED:**

## 2018 Freelance 3D Modeler

ALTERNATIVE ADVERTISING; Hartford, WI.

Commissioned to create digital model renders to be 3D printed for various clientele. Models were to be used by Alternative Advertising's clients in various promotional events. Responsible for creating digital models while complying with all scale and compatibility requirements.

### 2011 - 2018 Head Cashier

BARNES & NOBLE; Glendale, WI.

Responsible for money handling, including safe balancing and placing money orders. Trains all new bookseller hires. Led inventory and monthly sale changes in Music/DVD department. Received and process daily product orders. Processed returned product shipments and online customer order shipments. Heavily involved with customer service. Created and maintained displays to promote product. Led district sale counts for membership enrollment on numerous occasions.

# 2013 Freelance Animator

ROBERT W. BAIRD & CO.; Milwaukee, WI.

Commissioned to create animated instructional video for newly hired employees explaining Baird's in-house process with Equity Capital Markets. Responsible for creating storyboards, animatics, graphic assets, animation, and editing. Tasks were completed while adhering to client's design and any requested changes.

# 2012 – 2015 3D Modeler

DIGITAL IRIS LLC, Milwaukee, WI.

Responsible for the modeling of various game assets. Often in charge of creating multiple models for several projects at a time. Followed industry standards without sacrificing models' design efficiency. Maintained project organization using online management applications such as Trello. Fulfilled workflow requirements within milestone timelines.

# 2008 – 2011 Assistant Manager / Projectionist

MARCUS CINEMA, Saukville, WI.

Managed operations of theater location, including directing staff daily tasks. Heavily involved with customer service, addressing any customer concerns or requests. Responsibilities included cash management, safe balancing, overseeing daily inventory counts, building and breaking down film reels, maintaining projectors based off strict show time scheduling.