

GARRETT STORK

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Seeking an entry-level position as a 3D Animator and Rigger; can add rigs to bipedal and quadruped models using both FK and IK joints with a matching script.

EXPERIENCE

SEPTEMBER 2018 – PRESENT

RANCH HAND, TRIPLE S RANCHES

Helped manage beef cattle on three separate ranches; working/medicating/tagging black Brangus calves and mature cattle.

FALL 2016 – SUMMER 2018

CUSTOMER SERVICE, GATTI'S PIZZA

Worked as part of a service team, providing customer care and keeping a clean and enjoyable dining environment.

EDUCATION

GRADUATING* AUGUST 8, 2019

ASSOCIATE OF ARTS, AUSTIN COMMUNITY COLLEGE

3 years learning 3D animation and rigging in Maya; successfully collaborated with a group of students to create a mobile game.

SKILLS

- Skilled in Autodesk Maya
- Skilled in After Effects and other Adobe programs
- Able to create basic face controls
- Able to create a simple FK/IK matcher using MEL script
- Can create simple spline joint chains for spines, tails, etc.

ACTIVITIES

During high school I was a member of several student organizations including National Honor Society, Interact, and our school's Art Club. I was Vice President of Interact during my Junior year and was elected to President in my Senior year. Upon graduating I was awarded with the Silver Cord for completing a combined 200+ hours of community service, 25% over the required amount. I attended Texas A&M University's College of Architecture's Camp ARCH, Rotary's RYLA program, and earned my Corps Brass as a member of Texas A&M University's proud Corps of Cadets during my freshman year of college.