

# Addie Cannon

## 3D Artist

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## Experience

### **Data Imagery Editor (3D Environment)** January 2024 - Present

*Apple (via Mindlance) - Dallas, Texas (Remote)*

- Skillfully analyze and remedy deficiencies in 3D builds by editing generated data
- Ensure quality control by reviewing and categorizing completed work
- Gather and utilize data to improve editor workflow and accuracy by 30%
- Develop and improve upon training processes using interactive and build-able methods

### **3D Modeler & Texture Artist** June 2019 - June 2021

*MR Systems, Inc. - Norcross, Georgia*

- Delivered and completed projects using 80% of budgeted time on average
- Modeled and textured 50+ 3D assets for use in future projects
- Built 3D environments from start to finish using reference images and structural drawings
- Developed vector and illustrative graphics for internal and external use

### **High School Art Teacher** July 2022 - Feb 2023

*Kipp Texas Public Schools - Dallas, Texas*

- Promoted an environment conducive to creative risk taking
- Organized rigorous lessons and projects for a foundations and intro to animation based curriculum
- Tracked 90+ students' progress in illustration, craftsmanship, and critical thinking

## Education

### **Savannah College of Art & Design** - Savannah, Ga

June 2019 - B.F.A. of Animation

## Software

Maya, 3DS Max, Blender, ZBrush, Nomad, Railclone, Forest Pack, Adobe Suite, Substance Suite, Unreal Engine, Procreate, Arnold, V-Ray, UVLayout, Topogun, XNormal