

Samantha Eilerman

EDUCATION

Bachelor / Computer Science, Animation, Environment and Character Design

Los Angeles Film School
08/2020 - 09/2023

GPA | 3.94 / 4.0

General/ Financial Courses

Tunxis Community College
08/2019 - 06/2020
271 Scott Swamp Rd, Farmington, CT 06032

- A year of taking general and financial courses.

TRAINING/ COURSES

Storyboarding Certificate

Story Xperiental with Pixar, 2022
CEO: Elyse Klaidman

MY TIME

- A Watching tutorials, gaming videos, documentaries, mystery and crime shows, and different animation films.
- B Working on personal Zbrush projects
- C Working on personal Maya projects
- D Working on composition of personal projects
- E Learning skills for the different parts of the pipeline
- F Rendering
- G Drawing and sketching
- H Reading books about graphic design, character and environment design, etc.

Animator/3D Modeler

📞 +1-860-378-7239 @ eilerman.samantha@gmail.com

🌐 <https://www.linkedin.com/in/samantha-eilerman>

🌐 thedigitaljukebox.artstation.com

SUMMARY

Seeking a challenging position in the film and game industry where I can apply my experience in animation, character and environment modeling and design that will be utilized to contribute to company's and personal growth and profits.

EXPERIENCE

3D Artist

2020 - Present

- Marketed more than 10 successful, high-quality 2D and 3D projects
- Created, designed, animated, and problem solved several projects of high-quality 3D models and assets in different softwares programs.
- More than 10 successfully completed projects and evaluated with highest grade by the clients.
- Manipulate characters and objects to interact with digital environments in Maya and Unreal.

STRENGTHS/ SKILLS



Marketing

I have over 6 years of experience marketing and maintaining accuracy, efficiency, and reputation for the organization and company.



Core

Communication and presentation, multitasking, time management and organization, problem solving, open-mindedness, collaboration as well as self-managed, client interaction, and being able to perform under high pressure.

INDUSTRY SOFTWARES

Autodesk Maya



Autodesk Premiere Pro



Adobe Photoshop



Substance Painter



Unreal Engine



Zbrush

