

NICOLE LENARD

www.nicolelenard.com

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SUMMARY: Skilled animator and 3D artist with experience in a variety of software, platforms, and techniques.

SKILLS & EXPERIENCE

SOFTWARE KNOWLEDGE:

- Autodesk Maya
- Autodesk 3D Studio Max
- Pixelogic Zbrush
- Adobe Photoshop
- Adobe AfterEffects
- MotionBuilder
- Motion Analysis EVaRT/Cortex
- Torque 3D Game Engine

ANIMATION/3D:

- 3D character, prop and camera animation
- Character rigging and weighting, including facial rigging
- 2D sprite animation
- Motion capture directing
- Motion capture data and animation cleanup
- Polygon and NURBS modeling
- Rendering with Mental Ray and Maya Software
- Texturing and creation of normal and bump maps
- Digital compositing

INTERPERSONAL:

- Proven ability to work under pressure and without supervision.
- Fast learner - able to learn new software and techniques quickly and with a minimum of training.
- Excellent verbal and written communication skills
- Ability to adapt to variety of clients and corporate cultures.

ANIMATION AND MODELING EXPERIENCE

2010

Dude Icarus - Animator, Artist

Independent project for Indie City Games September Game Jam

<http://www.switchbreak.net/DudeIcarus>

- Worked with several artists and programmers to design and execute a complete game in 2 weeks using the Flixel game engine. Contributed animated sprites and platform art.

ANIMATION AND MODELING EXPERIENCE, CONTINUED

2009 - 2010

Grunt Work - Animation Lead/3D Artist

Columbia College IAM Department: senior project, game design major

- Supervised a team of artists and scripters to create in-game animation for player characters and NPCs.
- Supervised all motion capture and cleanup.
- Participated in the creation of animation workflows and documentation, including mentoring new animators.
- Responsible for rigging and weighting all in-game characters.

2009

The Collapse of Communism: The Untold Story – Digital Animation

Producer/Director: Robert Buchar

Hangover Productions & ArtCore Productions, Released 2012

- Responsible for modeling, animating and compositing for 2 scenes.

ACTING EXPERIENCE

June 2013

La Traviata - Ensemble

Lyric Opera of the North

Dec 2012

Amahl and the Night Visitors – Shepherdess

Lyric Opera of the North

April 2012

A Corus Line - Backstage Chorus

Duluth Playhouse

WORK EXPERIENCE

Feb 2012 – Feb 2014

UnitedHealth Group - Appeals Coordinator

- Resolved provider and member insurance claim disputes, working with medical professionals and account managers to resolve them in a timely and satisfactory manner.

Sept 2006 - May 2008

Columbia College Chicago - Lab Aide

- Responsible for maintenance and troubleshooting of school computers, and for tutoring students in animation, modeling, and department software.

Oct 2004 - July 2006

Advanced Resources - Data Analyst/Customer Service Representative

- Gathered and prepared data of over 2,000 customers for client's new customer service and distribution system for blood-analysis reagents.
- Served as primary customer service representative for hospitals in seven states, and trained several new hires on procedure and company software.

June 2003 - Aug 2004

Northwestern University - Department Assistant

- Duties included answering student questions both in person and via email and phone, maintaining student scholarship and insurance databases, generating correspondence and preparing student and faculty reimbursement claims.

EDUCATION:

Sept 2006 - May 2010

Bachelor of Arts in Game Design with a concentration in 3D Animation,
Columbia College Chicago. Graduated with honors.