# RACHAEL JAYE SCHULZ

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# **OBJECTIVE:**

Display exceptional skills in storytelling through the art of animation.

#### SOFTWARE:

Maya, Time Editor (Maya), Harmony Toon Boom, Nuke, Shotgun, After Effects, Premiere, Photoshop, Illustrator, In-Design, Media Encoder

# EDUCATION:

#### BACHELOR OF FINE ARTS IN ANIMATION

Savannah College of Art and Design, Savannah, Georgia

# WORK EXPERIENCE:

#### SONY INTERACTIVE ENTERTAINMENT PLAYSTATION

**Cinematic Animator** 

- Animating film quality game cinematics for AAA Title. Mocap data is used as reference and base for body shots and face animation. The initial animation base is built upon by using character animation knowledge and in-house tools for polishing animation scenes to the highest quality.

#### BARDEL ENTERTAIMENT INC

3D Animator

- Created animation for "DreamWorks Dragons Rescue Riders" Netflix series.

- Created animation for "44 Cats" (Currently airing on Nickelodeon and originally aired in Italy.)

#### EMPOWER MX

Visual Designer

- Visual Design contracting for aviation software company, EmpowerMX. Work consisted of graphic design, photography, video editing, and animation.

# ACCOMPLISHMENTS/AWARDS:

ACM SIGGRAPH CREATIVE DEVELOPMENT COMMITTEE MEMBER - ADJUNCT SUBCOMMITTEE - Collaborated with a team to create advertising content for the ACM SIGGRAPH 2	DEC 2018 - JUNE 2019 2019 Conference.
PANELIST AT THE SCIENCE BEHIND PIXAR "OPENING THE DOOR EVENT" AT SCIENCE WORLD TELUS WORLD C - Spoke on how students can incorporate both technical and artistic skills into a future	
VOLUNTEER - SPARK ANIMATION 2018	OCT 2018
STUDENT VOLUNTEER - ACM SIGGRAPH - Nominated for member biography on the ACM SIGGRAPH website in 2018. (See link https://www.siggraph.org/member-profile/rachael-schulz/	AUG 2014, AUG 2015, JULY 2016 below).

REEL: https://vimeo.com/136110038

**MAY 2016** 

MAR 2019 - PRESENT

JAN 2018 - DEC 2018

MAR - SEP 2017