

Genevieve Watkins

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SUMMARY

Computer graphics generalist and artist with a work history primarily in 3D and Vector Modeling for Geospatial Information Systems. Skilled in both traditional and computer-generated art with a creative portfolio that demonstrates 3D-modeling, 3D-sculpting, and 3D-printing as well as conventional figure sculpting and drawing skills.

SKILLS

Skills include 3D modeling, computer-aided imagery and animation, digital compositing, cartography, Geospatial Information Systems, and sculpting. Adept at concept art, asset creation, armor prototypes, pre-production, pipeline, surfacing, lighting, and post-production. Can conduct IT and office automation in Windows, Macintosh, and Linux environments; work effectively in both individual and team settings; and communicate appropriately with creative and technical staff.

SOFTWARE

Proficient in ESRI ArcGIS, Autodesk Maya, ZBrush, TopoGun 2, HeadusUV Layout, Adobe Photoshop, and Microsoft Office products(Word, Excel, PowerPoint), and competent in Adobe Premiere Pro, Adobe Flash/Animate, Adobe InDesign, Adobe Audition, NukeX10, MARI, Marvelous Designer, Substance Painter 2, Arnold 5, and Blender.

EXPERIENCE

Junior Production Modeler | Aechelon Technology | May 2019 – Current

Responsible for creating, modifying, placing, and processing shapes, features, footprints, and vectors for buildings and environment assets based on provided satellite imagery using GIS data for Geospatial content creation. Assign building features based on function, determine appropriate building and roof textures from attributes, and plant and place trees as well as feature-specific models into workspaces. Responsible for the creation and/or modification of vectors that generate or process railroad tracks, coastline wave breaks, power lines, light maps, highways, bridges, and traffic flow in road lanes. Worked on the environments for flight simulations pertaining to custom large-scale 3D visual and sensor image generation databases with domestic and foreign areas of interest. Worked on contracts from the U.S. Coast Guard, U.S. Navy, U.S. Air Force, Royal Netherlands Air Force (RNLAf), the Republic of Korea Navy (ROKN), LEONARDO Helicopters, and the Boeing Company.

TA CPSC 4910 | Clemson University | August 2017 – December 2018

Was a graduate-level teaching assistant and grader for 50 to 70 students enrolled in the undergraduate Seminar in Professional Issues II course. Managed twice-weekly lab sessions for team collaboration on undergraduate senior design projects.

TA DPA 3070 | Clemson University | August 2017 – December 2017

Was a graduate-level teaching assistant and grader for 30 students enrolled in the undergraduate 3D Modeling and Animation course. Was responsible for student learning related to individual 3D animated short films, from concept to final renders.

3D Character Modeler | DreamWorks Animation Summer Program | May 2017 – July 2017

Collaborated with five graduate students to create the animated short film, *Disposable*, during a 10-week partnership between DreamWorks Animation and Clemson University. Was the 3D Character Modeler in charge of visual development and modeling of the main character's body, and contributed the sky-card matte painting and end-credit character drawing.

Student Consultant | CCIT Support Center at Clemson University | September 2014 – August 2016

Assisted with intake and examination of laptop computers. Answered IT questions and inquiries by way of email, online chat, phone, or in person. Consulted with students, faculty, and staff on IT-related issues such as account access, password resets, email setup, software installations, and hardware and software diagnostics. Assisted with repairs and upgrades of audio-visual equipment in Clemson University's classrooms, auditoriums, and conference rooms.

UPIC Intern | Adobe Digital Studio at Clemson University | January 2016 – May 2016

Maintained the Audio Production Studio and Video Production Green Screen Studio for Clemson University. Answered student questions related to Adobe products and audio- and video-related issues, and conducted troubleshooting for various digital products and services.

PRODUCTIONS

Clemson University DPA, *Bait*

DreamWorks Animation and Clemson University DPA, *Disposable*

Clemson University DPA, *Terror on Planet Purple*

EDUCATION

Clemson University, Clemson, SC

Master of Fine Arts in Digital Production Arts, May 2019

GPA: 3.66/4.0

Clemson University, Clemson, SC

Bachelor of Science in Computer Science, May 2016

Minor in Digital Production Arts

GPA: 3.3/4.0

SECURITY

TS/SCI Clearance, Department of Defense

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