



doris "dee" pritchett

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Qualifications

- Software Applications: Maya, 3D Studio Max, Photoshop, After Effects, Illustrator, Quark Xpress, Microsoft Word, Word Perfect, familiar with HTML, Flash and Pro Tools
- Strong traditional drawing and painting skills
- Excellent written, oral and visual communication skills
- Flexibility to learn software on the job as necessary
- Calm, resourceful and focused under pressure

Related Experience

3D Artist

Architectural Rendering, Brooklyn, NY. March 2008. Visualization of room and installation art/signage for childrens' area of the Glen Oaks New York Public Library. Project involved construction of the room from plans and 2D renderings, construction of signage from drawings, video and verbal instruction. Stills produced for print. Project was the recipient of the 2008 Mayor's Award for Excellence in Design for Presentation. Application: 3D Studio Max. Installation Artist & Designer: Janet Zweig.

Character Modeling, Los Angeles, CA (telecommute). September 2007. Female 3D character to be used in short film, minimal texturing and rigging included. Designer/Producer: M. B. Morton. Application: 3D Studio Max.

Kollins Communications, Mahwah, NJ. August-September 2007. Created 3D animations from modeling through rendering using CATVIA generated parts combined with 3DS Max components. Final video produced in HD for a trade show presentation. Client: SONY. Applications: 3D Studio Max, Mental Ray. Freelance.

Tim Hunter Design, New York, NY. November 2006 – February 2007. Modeling, texturing, lighting and rendering various architectural and media content projects. Application: 3D Studio Max. Freelance.

Pixel Plume for Tim Hunter Design, New York, NY. October 2006. Modeling, texturing, lighting and rendering of outdoor signage for a major city project. Application: 3D Studio Max. Freelance.

New York Film Academy, New York, NY. September – October 2006. Teachers' Assistant for Maya 5 week intensive course. Topics covered included modeling, texturing, rigging, lighting, animation and rendering.

Maya Tutor, October 2006 – present. Tutored New York Film Academy student, unfamiliar with the computer as graphics tool, who needed additional assistance getting up to speed in Maya and Photoshop.

Edgeworx, New York, NY. October 2003 – July 2006. Animated 3D wireframe models for Room Raiders, an MTV series, 7 seasons. Applications: 3D Studio Max, After Effects. Freelance.

- Completed 6 animated vignettes per episode comprised of wireframe characters and objects. Most episodes completed in one day.
- Objects designed per producer/client's written & verbal instruction, photo references and/or storyboards.
- Basic textures enhanced as needed using Photoshop and additional texture maps.
- Rigging and animation using bones and Character Studio. Animation using motion capture clips, keyframe animation and both methods combined.

Resumé

Continued

Pretty – A Work in Progress: Animated short updating Little Red Riding Hood from the wolf’s perspective. Story & concept: Wendy DuBoff

- Modeling and rigging of characters, interiors and exterior using Maya
- Assist with animation
- Assist in story development, overall style and editing.

Illustrator

(Selected Freelance Client List)

Response Magazine, Global Ministries. 1994 – 2001. Watercolor and acrylic editorial and cover illustrations.

Global Ministries, Bible Studies Department. 2000. *Youth Bible Study Guide: Jesus and Courageous Women.* 70 black & white cartoons depicting scenes to seven Bible stories and accompanying discussions.

The Birth of Christ, by Yvette Moore, Jubilee Year Books, 1993. 16-page full color children’s book retelling the Christmas story. Watercolor illustrations.

Greeting Cards: Designed, hand-printed and marketed greeting Cards: Series of 1, 2 and 3-color linoleum block print greeting cards, marketed to local gift shops.

Work In Progress: Watercolor illustrations for *I am Thinking of Happiness* by Vera Dodelin. Autobiographical poetry book.

Assistant to Director

The Jazz Gallery, New York, NY. 1997 – 1999. Right hand to the director/founder of a non-profit gallery/museum & music venue. Assisted exhibition curation, installation and promotion, grant writing and fundraising, membership development, volunteer recruitment and staff supervision. Hosted events. Artist/musician liaison. Primarily volunteer position.

Assistant Special Events Coordinator

Natural Resources Defense Council (NRDC), New York, NY. 1987 – 1993. Assisted planning and production of fundraising events for non-profit environmental protection organization. Monitored production of printed materials, seated theaters and distributed tickets, wrote correspondence, designed and maintained databases, maintained accounts ledger and supervised volunteers. Seasonal freelance position.

Education

New York University/CADA, New York, NY

Masters of Science - Digital Imaging and Design

- One of 24 candidates selected for the first class of NYU/CADA’s Digital Imaging Masters Program

Pratt Institute, Brooklyn, NY

Bachelor of Fine Arts (with Honors) - Fashion Design

Additional Courses & Workshops: Character Modeling & Design in 3D Studio Max, Advanced Texturing in 3D Studio Max, Photoshop, Illustrator, Layout & Design, Illustration, Watercolor, Figure Drawing and Painting, and Art Analysis

Professional Affiliations

Siggraph-NYC Chapter

Women in Animation – NYC Chapter

Related Interests & Activities

- Artwork: Painting, printmaking, figure drawing
- Design: Patternmaking, knitting and sewing
- Music: Listening to live jazz
- Movement: Tai Chi, Yoga, Modern Dance and Salsa
- Reading: Fiction, science fiction, Latin American novelists, non-fiction, art & design