

Contact
edwinamaynard97@gmail.com

www.edwinamaynard.com

(980) 939-3698

# **Software**

Autodesk Maya

Autodesk Mudbox

Adobe Suite (Photoshop, Illustrator,

After Effects, Animate, Premier & Audition)

Microsoft Office

Toonboom Harmony

Toonboom Storyboard

TouchDesigner

TouchDesigner

Unreal Engine

Wonda VR 7Brush

### Skills

Organic Modeling

Hard Surface Modeling

3D Texturing

3D Lightin

3D Animation

Rendering

Concept Design

**Graphic Design** 

Compositing Video Editing

video Editini

Sound Design

Photography

Painting (Digital, Acrylics, Oil & Face paint)



### **EDUCATION**

Masters of Art + Design (M.A.D.)

**Experimental Media Arts | Animation and Digital Storytelling** 

North Carolina State University | Raleigh, North Carolina May 2020

### Bachelor of Fine Arts (B.F.A.)

Media Arts & Animation

The Art Institute of Charlotte | Charlotte, North Carolina .lune 2018

### **PROJECTS / EXHIBITIONS**

#### Graduate Thesis

"The Black Tuesday Experience" Historic Virtual Reality Experience May 2020

### First Graduate Project

"Art From Hate"

Interactive Immersive Experience

December 2018

#### Art Exhibition

"Emergence: Dawn of the Day" | Nassau, Bahamas June 2017

### WORK EXPERIENCE

### North Carolina State University

August 2019 - May 2020

Teaching Assistant

Assist with classroom duties (helping students and grading)

### North Carolina State University

August 2018 - May 2019

Research Assistant

Modeling 3D assets for NCSU engineering research project.

### Earth & Fire Pottery Studio | Atlantis, Paradise Island, Bahamas

June 2018 - July 2018

Pottery Assistant

Helping customers with pottery pieces (painting & firing in kiln),

conducting Paint n' Sip classes, and face painting.

## Precision Industries Bah. Ltd. | (Freelance)

November 2017

3D Artist

Modeled out site plans for potential construction projects.

### Jumpcore Productions | (Freelance)

Spring 2017

3D Artist Intern

Modeled assets for the game "Undead Overload".

### Bahamas Hotel and Tourism Association | (Freelance)

August 2016

3D Artist

 Modeled out vender huts as a visual representation for construction.