

VIOLET SUNDE

violeta.conchita@gmail.com
violetsunde.com

EDUCATION-- The Art Institutes International Minnesota

Bachelor's of Science in Media Arts & Animation

June 2015

Dean's List

SOFTWARE SKILLS

- Adobe AfterEffects
- Autodesk Maya
- Adobe Illustrator
- Autodesk 3DS Max
- Adobe Photoshop

CREATIVE SKILLS

- Character and Effects Animation
- 3D Texturing and Lighting
- 3D Modeling
- Digital Illustration

WORK HISTORY

SPARKHOUSE-- Animator

Feb 2016---- Dec 2016

Minneapolis, MN

- Took episodes from storyboard to polished animation utilizing strong character acting and staging skills.
- Worked with the team to revise episodes and prepare them for final delivery.

KING SHOW GAMES-- Animator/ Illustrator

Aug 2015---- Feb 2016

Minnetonka, MN

- Design and illustration of video slot machines
- Modeling, texturing, and animation of 3D assets

SPARKHOUSE-- Junior Animator (part-time)

Mar 2015---- Aug 2015

Minneapolis, MN

- 2D character animation in After Effects on *Whirl* series
- Creation of illustrated assets

CRASH+SUE'S-- Animation Intern

Oct 2014---- Dec 2014

Minneapolis, MN

- Assisted animators with cleanup, editing, asset creation, and project research
- Created content for social media platforms

VOLUNTEER WORK

ANIMATION CLUB -- Co-president

Sep 2013---- June 2015

Art Institutes International Minnesota (Minneapolis, MN)

- Provided mentorship and tutoring for younger students in the animation program
- Assisted in organizing and advertising student activities