

# Mary Paiten Madsen | *Multimedia Design and Animation* | (360) 319-1507

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## Professional summary

I have a lot of experience producing both physical and digital art, with a strong grasp of visual communication. I am diligent, an excellent communicator, proficient at mediating, adaptive, and a very hard worker with a strong work ethic. I have worked with teams to produce films in a multitude of mediums, with a preference for 2D animation in programs like Adobe After Effects and Toon Boom. I can animate both in a multitude of programs, use several different types of editing software, produce storyboards and design concept art.

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## Skill Highlights

Animation	Concept Art	Color Theory	Collaboration
Digital Illustration	Animatics	Video Editing	Problem Solving
Storyboards	Visual Communication	Composition	Writing

## Software

Adobe Illustrator	Adobe Premiere Pro	Toon Boom	Slack
Adobe Photoshop	Adobe Fresco	Maya	Basecamp
Adobe After Effects	Adobe Audition	Excel	Microsoft Word

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## Projects

### **Data Entry: Portal** | Concept Artist and Asset Creator | *August - December 2023*

<https://dtc-wsuv.org/projects/data-entry-portal/>

Worked with a team to adapt Rob Swigart's 1986 game 'DATA ENTRY: PORTAL' into a VR game

- Created concept art of characters, locations and 3D objects
- Assisted in choosing fonts, color palette, and visual style
- Took part in building and presenting a pitch deck and design document

### **Way Gnome** | Concept Artist and Asset Creator | *March - May 2022*

<https://vimeo.com/705139214>

Worked with a team to develop and produce a short 3D film

- Created concept art of characters, locations and 3D objects
- Created three 3D models and animated them in Maya
- Edited video and audio in Adobe After Effects and Audition

### **Elbow Room** | Lead Modeler, Animator, Texture Artist, and Rigger | *April - June 2023*

<https://vimeo.com/824231837?share=copy>

Worked independently to develop and produce a short 3D film

- Created storyboards boards used to plan and structure the film
  - Created the 3D models and animated them in Maya
  - Edited video and audio in Adobe After Effects and Audition
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## Education

- Bachelor of Arts in Digital Technology and Culture from Washington State University, 2023