



Angela Duich

Animator & Media Artist



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EDUCATION

The Art Institutes International Minnesota, Minneapolis, MN
Bachelor of Science degree in Media Arts & Animation

September 2016
GPA: 3.75

SKILLS

- 3D Modeling
- 3D Animation
- Rigging
- Texturing & UV Maps
- Lighting
- 2D Animation
- AE Puppet Animation
- Conceptual Storytelling
- File Management
- Game Design
- Communication
- Teamwork
- Mentoring
- Research
- Writing
- Maya
- Photoshop
- After Effects
- Illustrator
- Adobe Creative Cloud

EXPERIENCE

Production Artist

April 2017 - Present

Silva Screenprinting and Distribution LLC, Minneapolis, MN

Create proofs and art assets for clients showing how the art would be displayed on the garments or goods with accurate information pertaining to the order as well as work with clients on current or future orders and assist with production processes.

Media Arts & Animation Peer Mentor

June 2015 - September 2016

The Art Institutes International Minnesota, Minneapolis, MN

Communicated essential information related to student's transition into college, provided insight and assistance regarding introductory animation techniques and promoted specific School of Media resources including Animation Open Lab.

VOLUNTEER

Graphics Artist

June 2016 - Present

From Nothing Game Studios, St. Louis Park, MN

Design fighting stages, model and texture 3D environments and assets for Punchy Cube games.

Career Coach

September 2015 - April 2016

Project DIVA, Minneapolis, MN

Project DIVA assists young women in developing career readiness, academic success, financial stability, physical, social and emotion health. Met with mentee to enlighten her understanding of various aspects of her chosen career field, shared knowledge of game design and 3D animation.

