



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
- Lighting
- Texturing & UV Maps
- 2D Animation
- Storyboarding
- Graphic Design
- Game Design
- Conceptual Storytelling
- Teamwork
- Mentoring
- Research
- File Management
- Beginner Unity
- Maya
- 3DS Max
- Photoshop
- After Effects
- Adobe Creative Cloud

EXPERIENCE

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

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.

Animation Workshop Leader

October 2015 - September 2016

The Art Institutes International Minnesota, Minneapolis, MN

Organized, hosted and lead workshops events specific to media arts skills, taught lessons to senior status students focused on 3D modeling and animation, in addition to 2D animation, 3D modeling and 3D rigging.

