

Annabelle Dequattro

Character Artist

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📍 123 Main St, Omaha, NE 68102

EDUCATION

Bachelor of Fine Arts in Animation and Digital Arts at University of Nebraska-Lincoln, NE

Aug 2018 - May 2022

Relevant Coursework: Character Design and Animation, Storyboarding, 3D Modeling, Digital Sculpting, Visual Effects, Motion Graphics, Rigging, Lighting and Rendering, Game Design, Virtual Reality, and Film Editing.

LINKS

[linkedin.com/in/annabelledequattro](https://www.linkedin.com/in/annabelledequattro)

SKILLS

ZBrush sculpting

Substance Painter

Marvelous Designer

Blender modeling

Marmoset Toolbag

UV mapping

D-Coat texturing

LANGUAGES

English

Italian

HOBBIES

Creating digital illustrations

PROFILE

Dedicated Character Artist with 1 year of experience in creating high-quality, visually engaging 3D characters for games and animation. Skilled in sculpting, texturing, and designing, with a strong foundation in anatomy and a keen eye for detail. Proficient in industry-standard software and committed to staying current with emerging technologies. Adept at collaborating within team environments and contributing to successful project completion. Passionate about crafting memorable characters that enhance player experiences and drive storytelling.

EMPLOYMENT HISTORY

● Character Artist at Midnight Armoury Studios, NE

Apr 2023 - Present

- Completed a character design project for a AAA game title within the deadline, resulting in a 15% increase in pre-order sales for Midnight Armoury Studios.
- Led a team of 5 artists to create over 50 unique and highly-detailed 3D character models for a popular MMORPG, contributing to a 25% growth in the game's player base within six months.
- Collaborated with animators and programmers to develop a character customization system that allowed for over 10,000 possible combinations, enhancing player engagement and increasing average playtime by 30%.

● Junior Character Artist at Torchwerks, NE

Jul 2022 - Feb 2023

- Created over 50 high-quality, unique character models for the company's flagship game, leading to a 20% increase in user engagement and positive feedback on character design.
- Collaborated with the art team to revamp and improve the visual style of characters in three major projects, resulting in a more cohesive and immersive gaming experience for players.
- Streamlined the character creation process by developing and implementing new techniques and tools, reducing production time by 30% and increasing overall efficiency within the art department.
- Assisted in mentoring and training two new Junior Character Artists, helping them to quickly integrate into the team and contribute effectively to ongoing projects.

CERTIFICATES

Autodesk Certified Professional: 3ds Max

Oct 2021

Adobe Certified Expert (ACE) in Photoshop

Jun 2020

MEMBERSHIPS

International Game Developers Association (IGDA)