Courtney Minden

3D/2D Animation

courtneyminden.com | www.linkedin.com/in/courtneyminden
cournteyem2001@gmail.com | (360) 931 - 7416

Technical Skills

3D/2D Animation	3D Modeling	Post Production
Illustration	Game Design	Storyboarding
Concept Art	Sound Design	Web Design

Software Skills

Autodesk Maya	Adobe AfterEffects	Blender
Adobe Illustrator	Adobe Substance Painter	Unity	C#
Figma	Adobe Media Encoder	Adobe Photoshop
Adobe Premiere Pro	HTML 5	CSS 3	JavaScript
Slack	Adobe Lightroom	Basecamp

Essential Skills

Self-Motivated	Attention to Detail	Considerate
Organized	Creative Thinker	Collaborative

Experience

Phonic Bloom | August 2024 - December 2024
3D Modeler and Animator, Experience Team
An interactive Augmented Reality mobile application that interprets the data sculpture in the Woodland Community Library's children's reading room both sonically and visually to a variety of audience.
- Conceptualizing the augmented reality experience for mobile devices
- Developing the 3D models with Maya for the Unity environment
- Rigging the 3D mascot for use across various scenes in the experiential gameplay

Trial of the Dishes | April - May 2024
3D Modeler and Animator
A one-minute 3D animation using Autodesk Maya and Adobe After Effects that pokes fun at mundane domestic chores.
- Designed storyboard and concept art
- Modeled and rigged one character; animated and rendered out eight models
- Customized found sounds from creative commons
- Handled post production for YouTube

Wendy's | May 2021 - August 2024
Crew Member
- Interacted with customers, taking orders, processing payments, and handling complaints
- Maintained and prepared stock levels; maintained restaurant cleanliness

Education

Washington State University Vancouver, graduating December 2024
Bachelor of Arts in Digital Technology and Culture
Certificate in Game Studies and Design
Minor in Art