Karie **Carita**

3D   **Motion**   **Illustration**

Qualifications

Creatively capture the interest of viewers through still and motion designs.
Able to generate ideas and effectively communicate them both verbally and visually.
Strong ability to work closely with other team members within a fixed schedule.

Education

MFA in Visual Communication Design
Rochester Institute of Technology
Rochester NY (Dec. 2017)

BA in Studio Art
SUNY Potsdam
Potsdam NY (May 2010)
Dean's List

Clarkson University
Cross registration for two
3D courses (Sept. 2009 - May 2010)

Activities
RIT: Global Leadership Program
SUNY Potsdam: Treasurer for Student
Entertainment Services; Swim Team

Recognition
Featured work on designideas.pics.
Work featured in Gibson Gallery.

Skills

3D
Modeling, sculpting, rigging, animation,
particles & dynamics, texturing.

Design
Typography, print, and UI/UX

Coding
HTML, CSS, and Javascript

Motion
Animation with 2D & 3D graphics

Software
Maya, Mudbox, ReCap, Zbrush, 3D Coat, Octane,
Arnold, Renderman, Substance, Quixel, Unreal
Engine, Cinema 4D, Marvelous Designer, After
Effects, Premiere, Photoshop, Illustrator, InDesign,
Corel Painter.

Real Time
Character and environment design.

Experience

Graduate Assistant, Graphic Design Dept.
RIT, Rochester NY (Sept. 2015 - Dec. 2017)
Handled multiple tasks at one time.
Lead tutorial lessons in Adobe After Effects.
Provided in-class help for students with HTML/CSS.

3D Artist
Resolve of Rochester (Nov. 2016 - Aug. 2017)
Created 3D content for an application to help
victims of domestic violence.
Generated male and female 3D animated
characters in order to appeal to different patients.

Graphic Artist
Haskell Monument Works, Victor NY
(May 2008 - Sept. 2013)
Designed detailed 2D drawings for customers.
Developed website for sub-business.

MFA Thesis
RIT, Rochester NY (Dec. 2017)
Created a model of a deer that could be used for a
video game.
Learned new rigging and animating techniques to
obtain the desired look for the project.