
Clarissa Dixon

3D Generalist | Illustrator

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Portfolio: clarissadixon.com

SOFTWARE AND SKILLS

Adobe Suite (Photoshop, Illustrator, Indesign, Premiere, After Effects, Flash), Autodesk Maya, Zbrush, Topogun, UV layout, Krita, Microsoft Office Suite

3D modeling (hard surface and organic, low poly and high poly), 3D sculpting, texturing, uv mapping, 3d animation, basic rigging, lighting and rendering, retopology, Illustration, digital painting, concept development, storyboarding, communication and collaboration, fast learner, creative problem solver

EDUCATION

Savannah College of Art and Design, Savannah GA - *BFA in Animation*

September 2014 - June 2017

Minor in Business Management and Entrepreneurship

Graduated Summa Cum Laude with GPA of 3.9

EXPERIENCE

Clarissa's Cache LLC, Clinton Township MI - *Founder and Freelance Artist*

January 2016 - PRESENT

- Creates variety of artistic content to be sold based on target market
- Manages worldwide shipping, marketing, online storefront, and business budgeting
- Communicates with customers to facilitate the creation of custom commissioned products to customer specifications

Pewabic Pottery, Detroit MI - *Assistant Teacher (Internship)*

July 2013 - August 2013

- Taught basic design concepts and clay handbuilding to students from age six to 16
- Assisted with lesson plan creation
- Utilized creative decision making to maximize resources and efficiency

PROJECTS

SCAD Student Film “Entitled” - 3D Character Modeler

Directed by Omar Povos

April 2017 - June 2017

- Modeled, retopologized, and uv mapped two main characters to director specifications using Zbrush, Maya, and UVLayout
- Worked with director and concept artist to ensure continuity of style from 2D to 3D providing feedback on designs and taking feedback throughout
- Demonstrated self-dependent, problem solving, time management, and leadership skills

SCAD Student Film “Thoughtful Life” - 3D Character Modeler

Directed by Jaewook Kim

April 2017 - June 2017

- Collaborated with additional modelers and revised model work on main character
- Created 3D model of secondary character, including retopology and uv mapping with the use of Maya, Zbrush, and UVLayout
- Provided preliminary texture insight and render tests using Mental Ray

Figurine 3D Sculpture

July 2016 - November 2016

- Analyzed detailed concept artwork of pre-existing character and simplified for a smaller scale while keeping key character components
- Adjusted design to mimic that of popular Nendoroid figures and sculpted in Zbrush
- Created preliminary textures in Zbrush and investigated 3D printing optimization

Kurt Character Model

January 2016 - May 2016

- Designed character and created a 3D model of it based on a 2D drawing concept using ZBrush and Maya
- Retopologized, UV mapped, and textured the 3D model of the character using Zbrush and UVLayout
- Ensured model had varying levels of detail: high resolution and low resolution

Fantasy Environment Model

January 2016 - May 2016

- Created soft and hard surface 3D models and textures (procedural and custom created texture maps) in Maya

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- Created texture and displacement maps using photography samples edited in Photoshop
 - Rendered still images with the use of Mental Ray

Room Environment Model

January 2014 - May 2014

- Modeled soft and hard surface objects with Maya
- Textured and lit a realistic 3D space using procedural textures within Maya
- Rendered still images with the use of Mental Ray

PUBLISHED ART

“Emblem Arcana”

<http://fecompendium.com/tarot/>

March 2018

- One of 78 artists with featured artwork in curated “Emblem Arcana” tarot deck, which raised \$5,194.78 for CURE Childhood Cancer

“March to Deliverance”

July 2018

- One of over 40 artists with featured artwork in the curated “March to Deliverance” fan zine, which donated profits to Direct Relief

CCS Student Exhibition Opening

May 2014

- 17 pieces of artwork accepted into juried art exhibition resulting in four sales

AWARDS

William Randolph Hearst Foundation Endowed Scholarship

June 2016

- Awarded to a full time minority student who has a cumulative GPA of at least 3.0 or higher

SCAD Academic Honors Scholarship

June 2014

- Quarterly renewable scholarship awarded based on academic performance
- Was renewed quarterly since 2014 until graduation

Scad Achievement Honors Scholarship

June 2014

- Quarterly renewable scholarship awarded based on co-curricular performance
- Was renewed quarterly since 2014 until graduation