

ANGELA C. WALSH

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Creative Experience Highlights:

Project 046 (Capstone project)

April 2021-May 2022

- ◆ Writer, 3D modeler, animator, artist, producer
- ◆ First person psychological horror game where the player must uncover/explore the abandoned lab they worked at

Alex McDowell's Planet Junk

January 2021-May 2021

- ◆ A world-wide collaborative worldbuilding project to create a distant future inhabited by people surviving on the ruins of civilization
- ◆ Collaborated with peers across UNL campus to create a holistic, and detailed speculative future centered around Lincoln, NE
- ◆ Created a short story/animatic for a potential TV series set in the world of Planet Junk

Work Experience:

Visual Production intern at American Equity

Summer 2020 (canceled due to COVID-19)

- ◆ Involved from pre through post production to create commercials/promotional material

Library Assistant at the University of Nebraska-Lincoln

August 2018-May 2022

- ◆ Created short videos for UNL library branches
- ◆ Helped guide and train new employees during software and staff changes

Server at Dairy Queen

June 2014- August 2021

- ◆ Kept up with customer demand while keeping work area clean and well stocked
- ◆ Trained new employees
- ◆ Communicated with upset customers to reach a conclusion/de-escalate the situation

Film experience:

- ◆ Art Assistant
- ◆ Cinematographer
- ◆ Director
- ◆ Editor
- ◆ Storyboard Artist
- ◆ UPM Producer
- ◆ Writer

Education:

University of Nebraska-Lincoln

May 2022

B.F.A. Emerging Media Arts

- ◆ 3.98 GPA

Skills/Software:

- ◆ Adobe Suite
- ◆ Avid Media Composer
- ◆ 3D animation
- ◆ 3D modeling
- ◆ Drawing/sketching
- ◆ Editing
- ◆ GitHub
- ◆ Google Suite
- ◆ HTML/CSS
- ◆ Maya
- ◆ Microsoft Office
- ◆ Mocha
- ◆ Toon Boom: Storyboard Pro
- ◆ Visual Effects
- ◆ Writing