

ANGELAC.WALSH
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Creative Experience Highlights:

Project 046 (Capstone project)

April 2021-May 2022

- ♦ Writer, 3D modeler, animator, artist, producer, generalist
- ♦ 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:

VFX Artist at LolaVFX

July 2022-August 2024

- ♦ Completed tasks such as rotoscoping, clean plating, and basic compositing
- ♦ Collaborated with coworkers to create consistent, quality product

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:

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