

# Christian Z. Ashley

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## TECHNICAL PROFICIENCY

- Adobe AfterEffects, Adobe Photoshop, Adobe Illustrator, Canvas, CSS3, XHTML, HTML5, Javascript/jQuery, Maya, MS Excel, MS PowerPoint, MS Word, Mudbox, WebGL

## PROJECTS

<b>My Portfolio Site</b>	<b>Current</b>
<ul style="list-style-type: none"><li>• HTML5 and CSS3 with Javascript</li><li>• Personal content Management</li><li>• Responsive multi-platform design</li></ul>	
<b><i>Meme en Abyme Video</i></b>	<b>Spring 2016</b>
<ul style="list-style-type: none"><li>• Using After Effects for various editing effects (eg subtitling, chroma key, etc)</li><li>• Use of OBS for efficient high resolution screen capture</li><li>• Self-motivated design process</li></ul>	
<b><i>Kadarune Tabletop Game</i></b>	<b>Spring 2016</b>
<ul style="list-style-type: none"><li>• Team-oriented design process working with principles of game design</li><li>• Use of tables to create various items/weapons for a level progression</li><li>• Created original illustrations, edited page layouts, and published book</li></ul>	
<b><i>Phi_(D:)0 Redesign</i></b>	<b>Fall 2014</b>
<ul style="list-style-type: none"><li>• Fully utilizing Maya/Mudbox for digital storytelling and production.</li><li>• More fluid body rig, including splines</li><li>• More dynamic facial expressions</li></ul>	
<b><i>Digital Painting Independent Study</i></b>	<b>Fall 2013</b>
<ul style="list-style-type: none"><li>• Utilized full range of Photoshop tools to create aesthetically interesting work.</li><li>• Experimentation with brush creation for different texturing effects.</li><li>• Learned principles of basic character and creature design.</li><li>• Self-motivated design process.</li></ul>	
<b><i>Phi_(D:)0 Quadruped Rig and Model</i></b>	<b>April 2013</b>
<ul style="list-style-type: none"><li>• Learned about the Maya modeling and rigging processes.</li><li>• Worked with efficient workflow and modelling process (i.e. low-poly count).</li><li>• Full character design from concept to completion.</li></ul>	
<b><i>This is Not a Tree Short Animation</i></b>	<b>December 2012</b>
<ul style="list-style-type: none"><li>• Learned proficiency of the Maya modeling and animation interface.</li><li>• Incorporated and conveyed visual goals to create certain aesthetics.</li></ul>	

## EDUCATION

<b>Clarkson University – Potsdam, New York</b>	<b>Graduation December 2016</b>
<ul style="list-style-type: none"><li>• Bachelor of Science in Digital Arts and Sciences – GPA: Ruined</li><li>• Dean's List</li></ul>	
<b>The Clarkson School – Potsdam, New York</b>	<b>2011-2012</b>
<ul style="list-style-type: none"><li>• Dean's List</li></ul>	
<b>Ogdensburg Free Academy – Ogdensburg, New York</b>	<b>2009-2011</b>
<ul style="list-style-type: none"><li>• Advanced Regents Diploma with Honors</li></ul>	

## **EMPLOYMENT**

### **ACCO Brands – Ogdensburg Division**

**June-July 2014**

- Required good communication and teamwork to effectively move product
- General cleanliness and maintenance

### **Ogdensburg Walmart – Electronics Associate**

**May-Sept 2014**

- Good customer service, required knowledge of electronics to best serve customer needs
- Kept work area clean and maintained