Tziporah Huber



Technical Animator in St. Louis. MO

I am, at my core, excited to learn. I want to put my ambition for learning into my work life so I can collaborate with other passionate people to produce awesome works for the public.

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GITHUB https://github.com/ca-tzi | LINKEDIN https://www.linkedin.com/in/tzi-huber-88340116b/

PROJECT EXPERIENCE

Betty (2020)—Short Film

- Lead Technical Artist
- Built custom joint-based face rigs in Maya for multiple characters.
- Scripted rig components for character animation.
- Utilized open source version control software.

Helping Hands (2020)— Short Film

- Lead Technical Artist
- Built a full head rig, implementing XGen particle generation software.
- Implemented blendshapes for facial expressions.

WORK EXPERIENCE

Student Desk Worker— Ball State University, Muncie, IN

December 2017 - Present

- Maintained and documented valuable photo equipment for use by the student body.
- Prepared printed materials for distributing university-wide.
- Ensured a safe photo processing lab.
- Counseled parents and prospective students over the phone.
- Sanitized public spaces to keep student safe from COVID-19.

Lead Sales Associate — Leslie's Poolmart Des Peres, MO

May 2017 - July 2019

- Trained new staff members
- Verified all chemical products were received, stored, and utilized according to OSHA guidelines for dangerous substances.
- Educated customers on proper pool safety.
- Curated creative off-script product displays to attract customer interaction in-store.
- Held a keyholder position.
- Wrote weekly sales reports to keep track of business growth over time.

EDUCATION

LaunchCode, CoderGirl Programming Course — 2020-2021

Ball State University, BFA, Animation — 2017-2021

SKILLS

PROGRAMMING LANGUAGES

- C#
- JavaScript
- HTML5/CSS3
- MEL

FRAMEWORKS

- ·.NET
- AngularJS

DATABASES

MySQL

TOOLS

- Autodesk Maya
- Creative Cloud

OTHER SKILLS

- Group Work
- Problem Solving
- Research
- Team Direction
- Written
 Communication
- RemoteCollaboration