

Elizabeth Barndollar

2741 Jobee Dr apt 5 Charleston SC 29414
elizabethbarndollar@gmail.com 843-818-8791

Specialties

3D animation, interactive flash, interactive training modules, video production, vector and raster illustration and photo manipulation, graphic design including website, GUI, and mobile design. Ability to work independently or in a group environment. Able to work on Microsoft Windows, Apple, or Linux operating systems.

Experience

Owner & Creative Director at Reaction Apps, LLC

January 2010 -Present

- Develop mobile GUI assets, user interaction experience, and product testing for android and iOS devices
- Develop company presentations, website, business cards, brochures, graphics and interactive media
- Oversee project contracts, planning, development, execution, quality, and customer service support
- Develop business strategies including marketing, networking, and business development

Instructional Systems Developer at BAE Systems

March 2008 -Present

- Work with a team to create computer based training software to support Navy, Army, and Air force radio communications products.
- Develop interactive 3D environments, flash based guided practices & simulations, and graphic support such as illustration and image-manipulation for training manual and other training products.
- Additionally support other teams and programs with graphics, audio, video, and marketing products.

Freelance Artist

June 2007 -September 2010

- Assessed clients needs to create the best possible solution for their project and budget.
- Products included presentation quality digital illustration, mobile platform graphics, flash design, image-manipulation, logo production, 3D product design, video editing, fliers, brochures, hand drawn illustration, 3D graphics, motion graphics for use in digital, print, and 3D printing formats.
- Projects include fashion design, ornament design, statues, game assets, toy prototypes, conceptual product design, and multiple book illustrations with notable clients including Shell Games and the Bradford Group.
- Performing multiple concurrent projects both independently and in tandem with the client's team.

Intern at Egenesis -A Tale in the Desert

June 2006 -February 2008

- Designing 3D models, textures, and animations for MMORPG "A Tale in the Desert 3 & 4"
- Concept art for various games such as "Tales of Alvin Maker" (based on the Orson Scott Card series).

Customer Service Rep. at Pittsburgh Post Gazette

December 2004 -January 2008

- Customer Service phone support for both home & store delivery, data entry, office tasks.

Graphic Design at Prime Signs and Designs

January 2002 -July 2003

- Designed and produced vector graphics for vinyl signs, car decals, and stationary.
- Assistant Office Manager and customer service support.

Education

Art Institute of Pittsburgh - BS, Media Arts & Animation, 2003 -2007

Skillsets

Advanced, 5+ years experience

Skills: 3D Texturing, High Poly Modeling, Low Poly Modeling, 3D Lighting, Computer Rendering, Hand Drawn illustration, Vector Illustration, low resource game assets

Programs: 3D Studio Max, Photoshop, Premiere, Microsoft Office Suite, OpenOffice,

Intermediate, 3-5 years experience

Skills: Digital Painting & illustration, Storyboarding, Wireframes, Concept Art, Game Art development, interactive training modules, GUI design, Voice over narration

Programs: Autodesk Maya, Adobe Illustrator, Adobe Flash, Gimp, Inkscape, MyPaint, Adobe After Effects, Adobe Soundbooth, Audacity, Corel Draw, Corel Painter

Beginner >1-3 years experience

Programs: Blender, Dreamweaver, Drupal, HTML, python

Honors and Awards

2010 -BAE Systems -*Nominated for Employee of the Year* for outstanding community service

2010 -BAE Systems -*Employee of the Month* -Outstanding community involvement. FIRST Robotics & Summer pyGames.

2009 -BAE Systems -*On the Spot Award* -Outstanding Customer Support. Meeting rush customer request by working late into the night to meet product requirements.

2009 -BAE Systems -*On the Spot Award* - Volunteer/Leadership. Mentoring and organizing local outreach efforts.

2009 -Dorchester County School board -*Recognition and Appreciation for involvement in FIRST*

2008 -BAE Systems-*Ipod for Innovation Award* - Utilizing Open source software in the 3D animation production pipeline and developing cost saving processes to enhance productivity.

Volunteer

Summer pyGames Program Director at Palmetto Project

June 2009 -Present

- Developed and submitted grants for further program development for over \$600,000
- Developed event from \$0 budget, 3 mentors and 7 students in three years to \$2,000 in prizes, 18 volunteers, and 62 students
- Working to get games developed from this competition deployed to over 3000 XO laptops across SC and available through OLPC efforts
- Overseeing technology, volunteers, PyGames alumni, communications marketing, media, sponsorship and community collaboration efforts of operation
- Maintain a 100% volunteer base
- Eliminate software expenses by utilizing 100% open source software
- Designed the game themes and rules for the 2010 and 2011 seasons.
- Designed website graphics, videos, and social media like Twitter/Facebook
- Developed a collaboration of industry, non-profit, open source, education, and government sponsorship including SPAWAR, Naval Postgraduate School, BAE Systems, GitHub, Python Software Foundation, Palmetto Project, Charleston and Dorchester school districts.

Team Lead & Animation Mentor at FIRST (For Inspiration & Recognition of Science & Technology)

October 2008 -Present

Animation Team - Train 3-7 high school students to a college level quality of animation production in 12 weeks.

- With hands on direction with students 10-18 hours per week, and 10+ for team strategy
- Oversee the delivery of two 30 second commercial animations delivered in 5 week intervals every year

Team Leader - Organize 20-30 students/mentors

- Procure and distribute resources such as computers and space best meet team needs
- Oversee and resolve team disputes
- Work with students to achieve internships and scholarship opportunities
- Collaborate and plan team marketing events to gain exposure and sponsorship
- Collaborate directly with other industry such as BOSCH, SRC, BAE Systems, community outreach leaders such as SPAWAR, non-profits such as the Palmetto Project, the tri-county school districts, and other community leaders to achieve maximum community impact

Palmetto Regional Planning committee at FIRST (For Inspiration & Recognition of Science & Technology) *October 2010 -Present*

- Organized and developed media, mobile apps, and websites for 2010/2011 FIRST Robotics and FIRST LEGO League Regionals hosted in Charleston, SC
- Organized and Presented interactive STEM booths during both the FRC and FLL events

Organizer at Barcamp

June 2011 -Present

- Media and sponsorship coordinator