Claudine Dimalanta

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Education

2020 **B.S. in Animation & Game Design;** Utah Valley University

* Able to work well in teams while also taking direction from management
* Passionate about problem solving and working in a collaborative and diverse environment

Experience

2019 **Lighting & Rendering Lead;** *Loveland Living Planet Aquarium, Draper UT*

* Worked in Unity to create two real-time rendered short animation projects for the Loveland Living Planet Aquarium
* Created stunningly rendered CG images in Maya

2020 **Lighting Lead;** *Utah Valley University, Orem UT*

* Created an animated short film, taking charge of the overall compelling lighting for the project
* Worked within the Redshift traditional rendering software inside both Houdini and Maya

Software Proficiency

* Unity
* Maya
* Adobe suite
* DaVinci suite

(<http://unconditionalstudios.com/careers/> )