

Terra Claycamp

Frederick, MD

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<https://github.com/invaderZimm77>

Portfolio: <https://invaderzimm77.github.io/>

SKILLS:

:JavaScript :CSS :React.js :Ruby :Rails
:Node.js :Full-Stack Development :API
:Microsoft Office Software :Adobe
Creative Suite :Maya :MEL Scripting
:Vicon iQ :Vicon Blade :Vicon Blade
Script :Houdini :MotionBuilder

ABOUT ME:

- American Sign Language
- Outgoing; good listener.
- Awarded the Vizzy for Best Collaborative Project 2009-2010 for the short film *Trapt*

EXPERIENCE:

General Assembly

Software Engineer Fellow

Remote, Immersive

Sep 2021 - Dec 2021

- Project-1 Geeky Weather - an app that takes input and returns the requested city's current weather, a geeky planet that has similar weather, and a small quip. jQuery, Open Weather Api, HML5 CSS
- Project-3 Sunshine Smoothies - an e-commerce application that lets users shop for smoothies, create their own smoothie, and edit smoothies. React.js MongoDB, Mongoose, Heroku, HML5 CSS

Revolution Global,

Product Specialist

Abingdon, MD

Jan 2020 - Feb 2021

- Helped patients find the appropriate medical cannabis product by working with clinical director
- Independent research to further my own understanding of the medicine

Starbucks Coffee Co. Gaithersburg,

Barista, Shift Supervisor

Lutherville/Timonium, MD

May 2011-Feb 2020

- Achieved Coffee Master Certification
- Became barista trainer and a point person for knowledge of product and policy
- Learned to handle and adapt to the challenges of a drive thru situation. Earned reputation as a dependable worker, good with customers
- Solved customer problems and meet customer needs while upholding company policy
- Enthusiastically promoted store products and achieved record sales for district during special Frappuccino promotional event

Motus Digital,

Motion Capture Technician

Plano, TX

Sept. 2010-March 2011

Motion Capture Intern

June 2010-Sept. 2010

- Helped develop hardware and software technology for real-time facial capture and animation; deployed a new server
- Met client needs in a timely fashion by writing scripts for diverse 3-D animation software programs (Maya, MotionBuilder, Vicon Blade)
- Actively involved in the production of Star Wars Kinect for the xBox 360
 - Ran motion capture system
 - Built various rigs/sets for use by actors
- Set up and calibrated cameras for the motion capture system
- Performed data reconstruction on motion capture data (Vicon iQ and Vicon Blade)
- Applied solved animations to 3-D characters (MotionBuilder), Worked on animal (dog) motion capture project

EDUCATION:

General Assembly Immersive, Online

Software Engineering, December 2021

Savannah College of Art and Design, Savannah, GA

BFA, June 2010

Major: Visual Effects Minor: Technical Direction