Marisa Kaupert

marisakaupert@gmail.com

marisakaupert.com

Skills

Python 2 & 3

PyQt & PySide

PyMEL

Rigging in Autodesk Maya

Databases

Git

Shotgun

Character Modeling & Animation

HTML, CSS, & JavaScript

Java

Honors

Best of Frog Baby Film Festival, *Gale*

Official Selection, *Gale*:

    Oregon Film Festival

    Tucson Film Festival

    Grand Rapids Comic-Con

    "Small Wonders" Exhibition

81st BSU Student Art Show

Lilly Design Competition Winner

I'm the Character and Pipeline TD that brings technical animation to life!

Experience

Nickelodeon Animation Studio

Animation Technology Intern   **Feb 2018 - May 2018**

· Created an account tracking database to activate and manage data for users across company locations

· Developed tools in Shotgun for CG production to calculate retake costs and identify system counts

· Created a reusable welcome template in FileMaker Pro of job-related links for onboarding new employees

Gale, short film

Lead Rigger & Head of Pipeline   **Aug 2016 - Dec 2016**

· Rigged all characters and props for senior film

· Helped 20-person team manage assets in pipeline software

· Helped troubleshoot problems in animation and modeling

· Composited over 30% of the film's shots to ensure film was delivered on-time

The Digital Corps

Web Developer & Designer   **Aug 2015 - May 2017**

· Designed and developed websites for the State of Indiana, the Ball State Career Center, and the Digital Corps

· Designed educational games and user interfaces

· Utilized front-end web technologies as a liason between developers and designers

Education

Bachelor of Fine Arts in Animation
Minor in Computer Science

Ball State University   **Aug 2013 - May 2017**

· GPA: 3.7

· Outstanding Freshman Portfolio Scholarship