

Eliza R. Gilliam

Mountain View, CA
Web: elizagilliam.com • E-Mail: eliza@elizagilliam.com

Education

- **Cañada College (Redwood City, CA).** Continuing studies.
 - Pre-visualization and acting for animation; 3D character animation; detailed character and hard surface modeling in Maya, Mudbox and 3ds Max
- A.A. **West Valley Community College (Saratoga, CA) and Mission College (Santa Clara, CA).** Computer Arts / Animation.
 - 3D modeling, storyboarding, compositing, animation, game design and digital media
- B.F.A. **Corcoran College of Art and Design (Washington, DC), with honors. GPA: 3.5.**
 - Studies in painting, drawing, photography, sculpture (including mixed media)

Skills

Pre-visualization and 2D Illustration

- Strong drafting skills, understanding of color and composition, able to work traditionally and digitally in a variety of styles
- Story art: character design, turnaround sheets, concept art and storyboarding
- Creating physical character maquettes

3D Character and Hard Surface Modeling

- Ability to design appealing stylized and realistic organic characters, objects and environments
- Skilled in digitally modeling and sculpting detailed, compelling models from original or reference designs

Texturing

- Understands how to research, source and create base textures
- Manipulating and adjusting imagery (stylized and realistic) in Adobe Photoshop
- Application of detailed textures to UV maps in Maya and 3ds Max
- 3D painting in Photoshop and Mudbox

3D Animation

- Ability to create pose-to-pose animation with weight, clever timing and flair
- Use of reference to push physicality and performance of the character
- Experience with dynamic animation, vehicles and non-organic objects

Relevant Experience

- **Bright Orange Advertising** (Richmond, VA): Freelance illustrator 2012-current
- **The Smithsonian's Hirshhorn Museum and Sculpture Garden** (Washington, DC): Assistant to the Curator of Sculpture and French Painting; Research Assistant 2002-2004

Additional Work Experience

- **Wells Fargo Bank** (Los Gatos, CA): Teller 2011-2012
- **Wells Fargo Advisors, LLC** (Glen Allen, VA): Senior Securities Operations Service Specialist 2007-2011
- **Wells Fargo and Company** (Glen Allen, VA) (formerly Wachovia Bank): Senior Personal Sales and Service Representative 2006-2007

Showcased Work

- *Quills 'n' Snouts*, pitch book, concept art, pilot story and character maquette for animated series. 2016
- *I Want It!*, short 3D animated film. Shown at the ASIFA-SF winter screening. 2016
- Game design art, featured as promotional material for Mission College's Graphic Design and Multimedia Department. 2016
- 3D character animation and digitally sculpted work, appearing in Cañada College Digital Arts and Animation program advertising in print and theatrical pre-movie commercials (Redwood City, CA). 2015
- Various animated 2D and 3D shorts. Shown at the Cañada College Digital Arts and Animation Spring Student Show. 2015

Professional Development

- The Animation Collaborative's Bay Area Creative Connection (Walt Disney Family Museum, San Francisco, CA) 2016
- Animation Demo and Lecture Masterclass with Pixar's Michal Makarewicz (Cogswell College, San Jose, CA) 2016
- Game Developers Conference (San Francisco, CA) – student attendee 2013 and 2016
- Fred Pryor Seminars – Business and career development ongoing
- Theatrical Performance: Betty in *The Crucible* (Cañada College) 2016

Affiliations/Memberships

- San Francisco/Bay Area chapter of The International Animated Film Association (ASIFA-SF)