

Cassandra Dart

Animator

cassandramax.wix.com/portfolio

(408) 504 2126

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Los Angeles, CA 90034

WORK EXPERIENCE

Associate Cinematic Animator

2017 - Present

Treyarch

Worked on in game and pre-rendered cinematics for Call of Duty: Black Ops 4 using motion capture and filling in with hand keyed animation. Assisted in the full pipeline of polishing motion capture in Motion Builder, exporting, and hooking up animation assets in game. Also assisted other animation departments as work load required throughout the project.

Latte Love: Student Game

2016 - 2017

DigiPen Institute of Technology

Worked as the producer and animator on a 2.5D student game in Unity on an eleven person team. I managed scheduling for the project for all departments and ran weekly meetings between the departments. I made the rigs for the 3D models, animated the character Anise, and made all the FX with Unity's particle tools.

Animation Intern

2016 - 2016

Treyarch

Worked with motion capture and hand keyed animation. Planned out and executed one short in-engine scene in cooperation with three other interns: one animator and two scripters. Updated old animations for a new engine and worked on vehicle and character concept animations.

Little Witch: Student Film

2015 - 2016

DigiPen Institute of Technology

Worked on all aspects of a 3D animated short. My jobs consisted of concepting, storyboarding, modeling, texturing, rigging, and animating.

Recovery: 2D Student Film

2014 - 2015

DigiPen Institute of Technology

Worked mainly as a producer and layout artist for a 2D animated short on a four person team. I handled organizing the team schedule and overseeing the project as well as helping with environment concepts and clean-up on animation.

IRT Networking

2011 - 2013

Stanford University

Worked full time at Stanford University on building and maintaining the network for the campus, hospital, and nearby offices. Set-up and installed switches in multiple locations, installed wireless networks, and maintained physical and online documentation for the network.

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EDUCATION

Digipen Institute of Technology

2013 - 2017

I graduated with a BFA in Digital Art and Animation from DigiPen Institute of Technology. My passion is Animation; I love how heavily it combines the artistic and technical sides of games. My goal at Digipen was to improve my animation skills while learning how other departments interact with the art pipeline and visa versa. This lead me to taking a leadership role on all of my Digipen projects so I could learn from and interact with all departments while continuing to improve my animation skills.

De Anza College

2009 - 2013

I initially started at De Anza College as a CS major, and ended up discovering my love of art while I was there. Since then I've used every opportunity to continue my art education and grow as an artist.

SKILLS

- o Maya
- o Motion Builder
- o Perforce
- o Shotgun
- o Photoshop
- o Unity
- o Word