

LAUREN NUS

7887 Cathedral Peak, Littleton, CO 80217
(785) 766-0323 Inus@c.ringling.edu

EDUCATION/AWARDS

Ringling College of Art and Design, Sarasota, FL
Computer Animation BFA, May 2016, GPA 3.4/4.0

Lawrence Free State High School, Lawrence, KS
HS Diploma, May 2012. National Honors Society

Chuck Smith General Scholarship, Scholarship for academic achievement
Kansas Has Talent Statewide Winner, 2012, selected first out of the state in artistic achievement

3D EXPERIENCE

Lighting/VFX Intern, Idol Minds, Westminster, CO Winter 2016

As part of an intensive 6 week internship:

- ❑ Used Unity and Shuriken to create particles and lighting for single player PC game
- ❑ Independently found solutions to technical problems and creative challenges as they arose
- ❑ Met regularly with supervisor to clarify narrative content and implement changes
- ❑ Gained valuable experience in a real world production pipeline

Director and Producer of Short Film "Fishy Business", Ringling College of Art and Design, Sarasota, FL 2016

Used faculty and peer feedback to:

- ❑ Used faculty and peer feedback to design, conceptualize, and storyboard during thesis pre production process
- ❑ Modeled, textured, rigged, lit, animated, rendered, and composited all buildings, props, and characters for short film "Fishy Business"
- ❑ Was responsible for all aspects of thesis production as the sole contributor to the film
- ❑ Worked under strict project deadlines to deliver final film, as well as quarterly critique assets for Department faculty review

3D Modeler, Ringling College of Art and Design, Sarasota, FL 2013-2016

Over the course of 4 years as a student:

- ❑ Created narratively appealing characters, sets, and props for Animation projects
- ❑ Paid great attention to detail in determining setting, purpose and context for assets
- ❑ Modeled various human, animal, and non-human characters in diverse styles
- ❑ Used Generalist experience to reinforce weak areas of understanding; Independently researched lesser understood programs

SKILLS

Computer Skills: Advanced experience with Maya, Renderman, Zbrush, Nuke, Modo, Substance Painter, Premiere, 3D Coat, and The Adobe Suite. Moderate experience in Mari, Illustrator, Unity, Shuriken, Perforce, and creating detailed Excel spreadsheets for time management and project tracking.

Traditional: Advanced knowledge of Storyboarding, Visual Development, and Drawing. Experienced in pitching to a room of supervisors and taking detailed notes for future use. Moderate experience in flat graphic design, 2D character animation, ink drawing, and watercolor.

PERSONAL

Minor Spanish language skills. Science Fiction fan and animal lover. Experimental baker.

Reel: <https://vimeo.com/223996003>

Website: <https://laurennusart.carbonmade.com/>