

3D ARTIST

ABBEGALE BRICKNER

PERSONAL PROFILE

Abbegale is an enthusiastic artist specializing in 3D asset creation, environment building, and character design. She excels in collaborative work, creative problem solving, and concept creation.

GET IN CONTACT

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SOFTWARE EXPERTISE

- Adobe Photoshop
- Adobe Premiere Pro
- Adobe Illustrator
- Unreal Engine 4
- Blender
- Maya
- Zbrush

KEY PROJECTS

ROLL ME IN ZINE

July 2020 – September 2020

Goal: create one piece relating to the game Katamari Damacy

- Created a 3D Illustration
- Gained sense of artistic community while working with peers

DCAD ANNUAL 24 HOUR ANIMATION COMPETITION

Spring 2019

Goal: In teams have finished 1 minute of animation after 2 days

- Animation, sound design, and compositing
- Developed vital time management and communication skills

EDUCATION HISTORY

MOORE COLLEGE OF ART & DESIGN

Bachelor of Fine Arts, Animation & Game Arts | Graduated in May 2021

Dean's List | Spring 2019, Spring 2020, Fall 2020, Spring 2021

WORK EXPERIENCE

CONTRACT ARTIST

Jostens | June 2021 – Present | 40 hrs per week

- Produces technical MFG drawings from analyzing ring concept art
- Collaborates with team members on MFG projects
- Actively studying the rules of ring production
- Corresponds with CSRs about edits in projects

MENTORSHIP WITH ALEXA KONTZAMANYS

Moore College of Art & Design | May 2020 – July 2020 | 25 hours per week

- Built a detailed timetable for my self guided project
- Continued my study of different 3D modeling techniques
- Improved understanding of Unreal Engine 4 and Blender
- Compiled an in-depth video presentation about my experience and findings

PEER TUTORING FOR ANIMATION & GAME ARTS DEPARTMENT

Moore College of Art & Design | Fall 2019 – Spring 2020 | 15 hours per week

- Mentored peers who were struggling with both 2D & 3D digital tools
- Maintained flexible office hours
- Coordinated specific one on one time with peers
- Inspired underclassmen with a presentation about self-guided studies

ASSISTANT ON A SENIOR PROJECT

Moore College of Art & Design | Fall 2019 – Spring 2020 | 15 hours per week

- Created several 3D props to be placed in their final Senior thesis
- Collaboratively maintained, and developed agreed on a schedule
- Executed the transition from 2D concept to 3D model
- Delivered all of the completed props on time

WORK-STUDY FOR DEVELOPMENT OFFICE

Moore College of Art & Design | Fall 2017 – Spring 2020 | 20 hours per week

- Organized, digitized, and filed confidential data
 - Conducted phone calls to possible donors on behalf of the school
 - Collaborated with other departments to complete tasks upon request
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