

Evan Perry

CG Artist

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Objective

Full time position in a collaborative environment where I will model, rig and animate to help create exceptional cg content

Skills

Strong skills in solving technical problems

Experience tackling creative challenges

Production experience with major 3d packages—Maya, 3ds Max, and Softimage XSI

Professional Experience

Center for Advanced Research in Technology, Arts and the Humanities (CARTAH)

Lab Assistant Seattle, WA

Jacob Lawrence Gallery, Gallery Installation Technician, Seattle, WA

VitalLink.net, 3-D Animator, Bellevue, WA

Seattle Central Community College, Animation Instructor, Seattle, WA

Softimage Tutor, Software Application Tutor, Seattle, WA

Education

2010 MFA Candidate in Animation, Savannah College of Art and Design, Savannah, GA

2006 BFA Painting and Drawing, Minor in Art History, University of Washington, Seattle, WA

1998 Softimage Training Certification, Seattle Central Community College, Seattle, WA

1997 Associates of Arts, North Seattle Community College - Seattle, WA

Recognition

2008-2009 Graduate Fellowship for Academic Excellence, SCAD, Savannah, GA

2003-2006 Deans List, University of Washington, Seattle, WA

2006 Faculty Nomination, Windgate Fellowship

2005 Jurors Award, Jacob Lawrence Gallery, 2-D and small 3-D art show