

# AMANDA THOMAS

## - 3D Artist -

### MY OBJECTIVES

My goal is to bring people joy, emotion and comfort through an organization that looks at things not only the way they are, but the way they can be; while accumulating knowledge and applying it for my own personal growth as an artist, and as a person.

### EDUCATION

LASALLE COLLEGE, Vancouver, BC  
3D Modeling for Animation & Games Diploma  
Expected to Graduate June 2020

Learned to deliver production level assets, characters and environments for both animation and games.  
Worked as part of a productive team.

### REACH ME AT:

Mobile: 604-710-5728  
Address: 1006 Kennedy Ave  
BC, V7R 1L7  
a.thomas.28@outlook.com  
a.thomas.28@icloud.com

### MY EXPERIENCE

#### Freelance 2D and 3D Artist

Gained deepened and practical understanding of Design Elements and Principles and Composition.  
Learned how to work with short deadlines and make the best of time and resources..

#### Sales Associate

*Banana Republic, Vancouver, BC | 2018*

Earned one on one customer service experience.  
Gained organizing abilities and initiative.  
Polished my team-working skills.

### SKILLS AND SOFTWARE KNOWLEDGE

-Ability to work under pressure and through adverse conditions.

-Strong leadership and initiative skills.

Softwares Knowledge:

Autodesk Maya | Zbrush | Substance Painter | Substance Designer | Adobe Photoshop | Microsoft Office

### LANGUAGES:

English, Spanish