

ANNAMARIE ALVAREZ

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🌐 annamarie-alvarez.weebly.com

SKILLS

Software

Maya | ZBrush | Marvelous Designer

Blender | Houdini | Arnold

Substance Painter | Substance Designer

Unity | Unreal Engine

Adobe Photoshop | Adobe Premiere Pro

EDUCATION

University of the Incarnate Word

San Antonio, TX / August 2020- Present

B.F.A. - 3D Animation and Game Design concentration in 3D Modeling

- 4.0 GPA

HONORS

Southland Conference Women's Volleyball

All-Conference Team [2023]

Player of the Week [9/2023]

All-Academic Team [2022]

Dean's List Honoree

[Fall 2023] [Spring 2024]

[Fall 2022] [Spring 2023]

[Fall 2021] [Spring 2022]

[Fall 2020] [Spring 2021]

INVOLVEMENT

• Women in Animation (WIA)

March 2020 - Present

• LatinX in Animation (LXIA)

Aug 2022 - Present

EXPERIENCE

Director - Lead Modeler - Lighting Artist / INKED

San Antonio, TX / January 2023 - May 2024

- Developed the original screenplay for my BFA thesis short film
- Supervised through notes and feedback on various elements of thesis film team of animators, 2D artists, and composer
- Modeled all environments, Indy, and Butterfly characters
- Cultivated the look development on all aspects of the film

Visual Development CG Intern / Story Warrior Media Capital

Los Angeles, CA / May 2023 - August 2023

- Making visual development character models for various upcoming animated short films and feature films
- Working with Producers to get the look of the film in 3D

Visual Development Intern / Story Warrior Media Capital

Los Angeles, CA / May 2022 - August 2022

- Collaborated with the visual development department for upcoming animated short films and feature films
- Gave and received feedback from Art Directors and Producers for integration and improvement of narrative elements
- Created pitch decks, style sheets, and look books for various projects, characters, and environments

2D Animator / University of Southern California

Los Angeles, CA / June 2021 - November 2021

- Animated "in-betweens" and coloring frames for Yiqiu Xu's thesis film "One Way Trip"
(University of Southern California MFA Student)
- Mastering 2D software (TV Paint)
- Provided feedback on character animation and story

Marketing Intern / Cinema Revival

Los Angeles, CA / May 2016 - April 2017

- "1 Mile to You"
- Engaged with social media marketing
- Developed the final release title
- Provided feedback and insight on rough cuts during post-production