



CATHERINE MASKE

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OBJECTIVE

- * Seeking employment with animation or games company to use my skills and experience in order to bring life to characters and objects.
- * In search of future growth into positions as a lead/senior animator, character designer, or art director.

SKILLS

Personal Skills

- * Able to work in a team
- * Able to take initiative/take command
- * Excellent communication skills
- * Able to get things done in a timely manner

FINE ART

- * Drawing/Sketching
- * Sculpting/Prototyping
- * Painting/Pastels
- * Animating in Flash/2D/3D/Stop Motion
- * Specializing in making 2D products into 3D

PROGRAMS

- * Maya 8+
- * Photoshop CS+
- * Illustrator CS+
- * Flash CS+
- * Final Cut Pro/Avid
- * Premiere, After Effects
- * Windows, Mac

EDUCATION

Academy of Art University

San Francisco, California
BFA | 3D Animation/Visual Effects
Jan 2000 - Dec 2004

Courses Included:

- * Puppetmaking for Stop Motion Animation
- * Character Design & Setup (2D & 3D)
- * Respect for Acting
- * Art and Film History

Skyline College

San Bruno, California
Personal Enrichment
1998 -1999

Courses Included:

- * Form and Composition
- * Drawing II

EXPERIENCE

Piximix LLC, Character Goods

Creative Consultant

June 2005- Present

- * Managed production of toy line
- * Created prototype toys/ Animation
- * Advised team and organized events for sale

Freshworld by Roy Miles Jr.

Toy Prototyper

Oct 2008 - July 2009

- * Created prototype toys
- * Created armature puppet

A Green Cat Productions

Owner

Jan 2004 - Present

- * Created illustrations
- * Created prototype toys
- * Animations/Animated Shorts

AMBIANCE, Retail Boutique

Sales

2001 - 2005

REFERENCES

Available Upon Request