**Zoe L. Brockway**

*Bachelor of Science, Computer Animation*

Orange County, California

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**SUMMARY**

I am a self-motivated person with an undying desire to create. My passion is to continually learn and mature as an artist, and work alongside others that share that passion. I would love to be a part of the magical industry called entertainment. There would be nothing more rewarding to me.

I take direction effectively and can work fast and efficiently in a team environment with minimal direction. I am detail-oriented with an un-matched level of self-discipline. I possess an understanding of organic form, construction, and anatomy of humans, animals, and other creatures.

Please consider what my skill, combined with my personal drive and perseverance, can do for you.

**SKILLS AND EXPERTISE**

- Proficient in Maya, Z-Brush, Photoshop.
- Working knowledge of Nuke
-Texturing and Surfacing
- Creating topology for animation.
- Organic Modeling
- Hard Surface Modeling
- Digital Painting
- Traditional Rendering
- Conceptual Design and Illustration
- Picks up on new material quickly, has no problems adapting to new workflows.
- Can work to a deadline.
- High degree of self-discipline.
- Team Player

- Passion to create

**EDUCATION**

Full Sail University

Bachelor of Science (BS), Computer Animation, 2009-2012

*Specialization in Character Art*

\*selected as the advanced achiever of my graduating class.\*

I invite you to visit my website (zoe-create.com) for a review of my portfolio and representative samples of my work.