

# Emily Ann Compton

emily.ann.compton@gmail.com

<http://www.thiefrabbit.com>

---

I am a generalist Maya artist with a concentration in modeling for real time rendering or video games. Although my education was primarily focused on classical 2D animation, I became enamored of 3D art in my senior year of college, and pursued that artistic career path with happy enthusiasm. Since then, I have gone on to lend my skills to numerous game development projects, most recently as an art director for the New York-based Indie studio Muse Games. My skills in organization, my ability to communicate creative ideas, and my commitment to fostering a cohesive aesthetic for the project have helped me bring a team of talented artists with their own unique styles together to create a beautiful finished work. I love animation and storytelling in all of its forms, and hope to continue working in the industry for years to come.

## Experience

---

### Muse Games

Lead Artist - January 2009 - Present

- Work with a small team of developers creating stand-alone computer games using the Unity engine.
- Oversee the art department, heavily involved in all stages of the production pipeline.
- Create many of the concepts, models, textures, rigs, and animations used in each game.

### Sosauce

Virtual World Character Designer - June 2007 - January 2009 (1 year 8 months)

- Oversaw and participated in the building and designing of an experimental browser-based virtual world and 3d chat client.
- Created multiple environments, fashions, animations, and accessories with which the user could customize their 3d avatar.

### Animation Collective

Production Intern - Summer 2005

- Worked with the production team for "Princess Natasha" and "SQWOD," animated web content and childrens' television programming for AOL – Time Warner.
- Duties included storyboard organization, introductory layout work in Flash (SKWOD), comic editing (Princess Natasha), and miscellaneous office duties

## Education

---

### New York University

BFA, Film and Television (2003 – 2007) - Final GPA 3.8

- Majored in Film, with a concentration in 2D and 3D animation.
- Obtained a minor in East Asian Studies.
- **Nagoya University** - 2006 Study Abroad

## **Other Skills**

---

- Highly proficient in Japanese. Attended Showa Girls High School in Tokyo, as well as spending a semester at Nagoya University.
- Interested in Computer Science and the Open Source movement. Introductory knowledge of programming languages including Java, Python, Java Script, and MEL.
- Has designed numerous websites. Comfortable with CSS and HTML.
- Occasional host of the tech podcast Geeknights. Designed and sold T-shirts for the show.
- Hobbies include running, martial arts, drawing comics, and the production of animated shorts.

## **Software Specializations**

---

Maya, Unity, Grome, Zbrush, X-Normal, Photoshop, Flash, Illustrator, After Effects, Final Cut Pro, Blender, Audacity, Manga Studio

Detailed contact information and references available upon request