

# Amanda Rzucidlo

[www.ARZin3D.com](http://www.ARZin3D.com)

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## Education

Full Sail University – Bachelor of Science in Game Art, January 2011 to February 2014

University of Maryland (College Park) – B.S. Aerospace Engineering (2 years completed)

## Software Knowledge

Autodesk Maya - High/Low Poly Model Creation, Texturing, Lighting, Rigging, and Animating

Zbrush 4r6 – Creation of High Detail Meshes, Retopologizing, Texture and Polypainting

UDK – Layout of BSP/Static Meshes, Material Creation, Lightmass/maps, Kismet and Matinee Animation

Adobe Photoshop – Texture Painting (Photo Based and Handpainted), Speedpainting, Single Shot

Compositing, Photo Manipulation, Concept Art and Sketches

KCD – Cabinetry and Custom Storage Design, Rendering Client Designs with Custom Textures

The Foundry's Nuke – 2D and 3D Compositing, Hand and Alpha based Rotoscoping

Adobe After Effects, Adobe Illustrator, Final Cut Pro

## Relevant Work Experience

Closet Design Hardware and Mirror – *CAD and 3D Designer*

**October 2014 to Present**

- Designed closets, cabinetry, and other storage pieces in KCD Cabinetry software
- Rendered client presentation images with custom texture maps
- Quoted client bill of materials, installation and delivery fees for storage solutions
- Maintained and upgraded custom quoting and client management software in VB.NET
- Provided first level IT support and assisted in general small office duties

Full Sail Game Art Asset Creation – Starship Bridge

**January 2014**

- Gathered reference images and created a color script to influence the design
- Sculpted low poly meshes, laid out UVs and baked normal maps using Maya and Zbrush
- Handpainted specular and diffuse maps in Photoshop
- Designed materials to be applied to static and BSP meshes laid out in UDK
- Animated dominant directional lighting and buttons using Matinee and Kismet editors
- Applied decals and used various alpha textures to break up the scene
- Used secondary UV layouts to bake in lighting maps

*RISE Fellowship - University of Maryland – Machinist/CAD Designer*

**May 2005 to July 2005**

- Assisted in upgrading thruster assemblies and internal parts for the Secondary Camera and Maneuvering Platform (SCAMP) robot
- Designed blueprints using AutoCAD Inventor
- Machined pieces according to specifications using hand operated mill and lathe out of aluminum, steel, and Delrin stock
- Tested, logged, and reported to teammates and faculty advisor about changes

## Recent Work Experience

*United Parcel Service – Seasonal Unloader/Preloader*

**April 2012 to September 2012**

- Sorted and loaded packages up to 70 pounds at 300 packages per hour
- Collaborated with teammates to accurately prepare trucks for the day's deliveries
- Exercised spatial awareness to maximize available space

*The Kirby Grill – Pantry/Preparatory Chef*

**August 2008 to July 2014**

- Prepared dishes for customers, in both short order and catering capacities
- Responsible for maintaining food safety guidelines and sufficient stock
- Collaborated with coworkers to keep tight deadlines, prioritizing assignments as needed