Anna Busler

Digital Sculptor
(812)781-0227
annakbusler@gmail.com
Ohio
www.annabusler.com

I am a Digital Sculptor with 7 years of experience designing theme park figures and toys. Through the years I have worked on a wide variety of projects. Each project has come with different challenges that have allowed me to learn many new skills.

I really enjoy problem solving for unique designs and do my best to contribute to team success through efficient hard work, attention to detail, and excellent organizational skills.

Programs:

- Zbrush
- Rhino
- Maya
- Photoshop

Design Skills:

- Digital Sculpting
- Figure Articulation
- Simple 3D Animations
- Digital Mold Making
- 3D Printing Prep
- Surface Design

Soft Skills:

- Organized
- Detail Oriented
- Creative Thinker
- Problem Solver

Education:

Savannah College of Art and Design
Bachelor of Arts:
Major in Interactive Design and Game Development

Minor in Concept Art for Games
GPA 3.8 of 4.0

Academic Scholarship, Artistic Scholarship and Dean's List every quarter

2011 to 2015 | Savannah, GA

Work Experience:

LifeFormations / Cincinnati, OH *(12/2016 to Current)*

Lead Digital Sculptor for Production

- Prep digital assets provided by clients into workable models: retopology, rigging, and posing
- Digitally sculpt characters/props from 2D renders and photo references
- Collaborate with digital sculptors, production team, assembly technicians, and mechanical designers to maintain creative intent while developing useable assets at all stages of project
- Animate assets for movements with limited axes and speeds
- Create animations, images, and documents for reviews and submittals
- Work with client feedback to edit models as needed
- Design and revise mockups for testing new processes
- Create shells to integrate with the mechanical design
- Produce files for 3D Printing

Eleventyplex / Cincinnati, OH *(3/2016 to 12/2016)*

Toy Sculptor

- Sculpted models from 2D renderings and written descriptions
- Followed detailed directions for commissioned pieces
- Worked with client feedback to edit models as needed