

Anna Busler

DIGITAL SCULPTOR

CONTACT

Email:
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Website:
annakbusler.com

Location:
Ohio

Phone:
812-781-0227

SKILL SETS

Programs:
Zbrush
Rhino
Maya
Photoshop

Design:
Digital Sculpting
Figure Articulation
Simple 3D Animation
Digital Mold Making
3D Printing Prep,
Surface Shell Design

Professional:
Organized
Detail Oriented
Creative Thinker
Problem Solver
Quick Learner

PROFESSIONAL SUMMARY

A Digital Sculptor with experience designing theme park figures and toys. I've had a unique opportunity to work on a wide variety of figures. Each had different challenges that have given me great opportunities to learn a variety of skills.

I really enjoy problem solving for unique designs and I am eager to contribute to team success through efficient hard work, attention to detail, and excellent organisational skills.

WORK HISTORY

Lead Digital Sculptor for Production, 12/2016 to Current
LifeFormations- Cincinnati, OH

- *Prep digital assets provided by clients into workable models: retopology, rigging, and posing
- *Digitally sculpt character/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 axis 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

Toy Sculptor, 03/2016 to 12/2016
LifeFormations(Eleventyplex)- Cincinnati, OH

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

EDUCATION

Bachelor of Arts: Interactive Design and Game Development, 05/2015
Savannah College of Art and Design (SCAD)- Savannah Georgia

- *Majored in Interactive Design and Game Development
- *Minored in Concept Art for Games
- *Graduated with GPA 3.8 of 4.0
- *Received Academic Scholarship Every Quarter
- *Received Artistic Scholarship Every Quarter
- *Deans List Every Quarter