

# ANNA BUSLER

DIGITAL SCULPTOR

## CONTACT INFO

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## SKILLSETS

### Software:

Zbrush  
Rhino  
Maya  
Topogun  
Photoshop  
Marmoset

### Design:

Digital Sculpting  
Traditional Drawing  
Digital Drawing  
Concept Development

### Professional:

Organized  
Creative thinker  
Problem Solver  
Quick Learner

## PROFESSIONAL SUMMARY

I am a Digital Sculptor with 6 years of experience designing theme park figures and toys. Through this time I have aquired skills in Sculpting, Jointing, Simple Maya Animations, Output for 3D printing, Shell Design and Submittal Documentations. I have significant training in Zbrush. I also work with Rhino, Maya. Topogun, Photoshop, and Marmoset.

I enjoy solving problems and am eager to contribute to team success through efficient hard work, attention to detail, and excellent organisational skills.

## WORK HISTORY

Digital Sculptor, 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, photo references, and written descriptions
- \*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 using creative choices for physical movements with limited axis and speeds
- \*Create animations, images, and documents for internal reviews and client 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 directinons 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
- \*Recieved Academic Scholarship Every Quarter
- \*Recieved Artistic Scholarship Every Quarter
- \*Deans List Every Quarter