



# RESUME



## CHRISTINA BEARD - ANIMATOR

CHRISTINA @ YONYONDERSTUDIO.COM  
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### OBJECTIVE:

Looking to work as an Animator, Concept Artist, or Game Artist.

### EXPERIENCE:

#### ZEOLITE STUDIOS - ART DIRECTER AND LEAD ARTIST - 2008 - 2009

Work as the art director for Zeolite Studios premier title Bump and Krash.

#### ACTIVISION PUBLISHING - ARTIST AND DESIGNER - 2008 - 2009

Worked as a creative consultant and artist for Activision on games being produced. Work included creating concept art, textures for models, and giving detailed comprehensive feedback to developers and producers on all parts of design.

##### Shipped Titles:

- \* Science Papa - Game Designer
- \* Arcade Zone - Leading Concept Artist
- \* Space Camp - Game Designer
- \* Monkey Mischief: Party Time - Menu designer
- \* Block Party - Concept Artist for playable Characters

#### GASKET STUDIOS - 3D ANIMATOR - 2007

Responsibilities include modeling, rigging, animation and texturing for commercials and web animation.

##### Clients:

- \*Korbel
- \*Best Buy
- \*St. Thomas University - Minneapolis

#### NICKELODEON - 2D ANIMATOR - 2006

Worked in a team to create a cartoon bumper for Nickelodeon.  
Worked as a secondary character designer, character animator and inbetweener.

#### IN DEPTH OUTDOORS - ANIMATOR - 2008 - 2009

Worked as a 3D artist and animator for production of In Depth Outdoors fishing show.  
Was solely responsible for production of animation.

MINNEAPOLIS COLLEGE OF ART AND DESIGN  
BFA - ANIMATION - 2008

### SOFTWARE:

Maya  
Adobe Photoshop  
Adobe Illustrator  
Adobe AfterEffects

Unreal Ed  
Corel Painter  
Adobe InDesign  
Final Cut Express HD