

CHRYSTAL MOE

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WORK EXPERIENCE

- Freelance Graphic Artist – UR Channel Broadcasting Company** Aug 2022 – Present
- Animate menu boards and in-store graphic displays
- Freelance Graphic Artist – Global News** Dec 2018 – June 2024
- Design/deliver various graphic requests from all around Canada
- Part Time Art Teacher – Self Employed** Oct 2020 - Present
- Teaching children ages 10 and up basic drawing techniques
 - Introducing students to 3D and 2D software such as Blender and Krita
- Freelance 3D Animator – Acid Integrations** Nov 2018 – Feb 2019
- Created 3d animations for visual and interactive simulations
 - Rigged 3d characters
- Modelling & Animation Teaching Assistant – Ontario Tech** Sept 2017 – Dec 2017
- Taught character design, 3d modelling and animation to 3rd year Game Development students
 - Created original PowerPoint slides based on content from course outline
 - Managed each class in a timely, productive, and organized manner (first hour for teaching, 2nd hour for Q&A)
 - Marked assignments based on professor's grading system

QUALIFICATIONS

- In depth knowledge in Autodesk Maya, Adobe Photoshop, and Blender
- Proficient in Adobe After Effects
- Sound understanding of basic modelling tools and processes such as creating surfaces in polygons in Maya
- Proven ability to work well in a team
- Superior problem solving skills
- Very organized and motivated to completing a task accurately
- Excellent communicative skills

EDUCATION

- Animation – Digital Production Advanced Diploma** Graduated June 2018
- Durham College, Honour Roll (2015-2018)
 - Animator and Rigger for Capstone project in 3rd year
- Game Development & Entrepreneurship – Bachelor of IT** Graduated June 2015
- Ontario Tech University

