



# ANGIE ANNETT

3D Modeler & Designer

## CONTACT

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🌐 www.angieannett.com

## EDUCATION

### BFA ANIMATION & VISUAL EFFECTS

2011-2014

Academy of Art University  
San Francisco, CA

### 3D CHARACTER PROGRAM

2019-2021

Animschool

## PROGRAMS

Maya  
Zbrush  
After Effects  
Photoshop  
Illustrator  
Premiere  
Character Animator  
InDesign  
Dreamweaver  
Unity

## SKILLS

Motion Graphics  
Graphic Design  
3D Modeling  
Texturing  
Rigging  
Illustration

## CAREER HIGHLIGHTS

- **2019 Emmy Award** – Interview/Discussion-Program/Special – National Academy of Television Arts/Sciences SF/NorCal Chapter “Forever Giants: Jeffrey Leonard” Motion Graphics
- **2017 Exhibitor** – Digital Painting California State Fair
- **2015 Nomination** – Academy of Art Media Award “Achievement in Game Design”
- **2015 Semi-Finalist** – Team Leader Disney Imaginations Competition – Placed 13th out of 210 teams

## EXPERIENCE

### NRG ESPORTS & SAN FRANCISCO SHOCK

Motion Graphics Designer & Editor | Oct 2018 - Dec 2019

- Created motion graphics assets & templates, including bumpers, lower thirds, title cards, transitions, & video overlays
- Conceptualized, produced, filmed and edited short and long form video content
- Designed and worked with vendors to produce merchandise for various events
- Assisted in creation and upkeep of various sites HTML & CSS including Shock2020.com

### SAN FRANCISCO GIANTS

Senior Animation Designer | Dec 2016 - March 2019

- Led all graphic design and animation projects for the in-park experience and SFG Productions
- Collaborated with outside vendors to produce content for scoreboard, web, and television
- Designed graphics for internal departments, sponsorship partners, & community stakeholders
- Created innovative, original graphic takeovers for over 30 events, including Pixar, Star Wars, & Metallica
- Managed design interns on multiple projects and provided feedback

Graphic & Animation Designer | Mar 2015 - Dec 2016

- Created graphics and animations for SFG Productions, including the Emmy award-winning documentary series “Inside the Clubhouse”, short features, in-game videos, commercials, web and social media content
- Collaborated with engineers & graphic artists and led complete re-design and overhaul of outdated 2007 scoreboard graphics, including the primary game in progress screen, lower thirds, and dynamic player headshots
- Supervised graphics operators and created daily updated content for all 82 Giants home games

### MILLBRAE COMMUNITY TELEVISION

Freelance Motion Graphics Designer | Aug 2017- Present

- Create graphics and animations for yearly events and broadcast programming
- Assist with editing videos

### ROBLOX

Freelance 3D Artist | June 2016 - June 2018

- Designed, modeled, and textured various costumes and props for the online platform
- Assisted in converting old R6 models to accommodate their new 15 joint rigs

### MAX'S ADVENTURES

Lead 3D Modeler/ Producer | Jan 2014 - July 2016

- Design and model characters, props, and vehicles for an original, children’s education mobile game
- Manage all animation projects and steps along the pipeline, including texturing, rigging, and UI