

Mirelle C. Underwood

226 East 12th Street, Apt 5G
New York, NY 10003
mcu202@gmail.com – 917.499.2736

Objective

To obtain employment as a lighting artist or 3D generalist.

Education

Master of Science

Digital Imaging and Design
New York University
Focus on 3D lighting and texturing
Graduated with distinction in May 2006, thesis received honors





Bachelor of Fine Arts

Major in Lighting and Set Design, Minor in Animation
New York University
Graduated in summer 2002

Skills

- Experience with Autodesk Maya for five years, versions 4.5 through 8.0
- Proficient in: Mental Ray, Adobe Photoshop CS, Adobe After Effects, Corel Painter, Pixologic ZBrush, Boujou 2.1, Deep Paint 3D
- US and Australian Citizenship

Professional Experience

-  **Freelance 3D Artist – Brand New School**, New York, NY
August - October 2007
 - Lighting, texturing and rendering in Maya for entirely 3D Mitsubishi commercial, Chevy commercial, Planters commercial and Moir print advertisements.
-  **Freelance Graphic and Web Design**
Fall 2006 – Spring 2007
 - The New York Foundling Children’s Hospital, New York, NY
 - The Campus Clipper, New York, NY
-  **3D Intern - Croog Studios**, New York, NY
Summer 2006
 - Lighting and texturing in Maya for 3D original animated series “Springlings”
-  **3D Intern - Eyebeam Production Studio**, New York, NY
Spring 2006
 - Working with production staff on modeling, texturing and lighting in Maya for current projects.
-  **Jr. Graphic Designer - NYU Child Study Center**, New York NY
Spring 2003 – Fall 2005
 - Graphic Design of Child Study Center advertisements, invitations, posters and brochures
 - Webmaster of Child Study Center internal website site from design to maintenance
-  **Digital Artist for “I Spy” for HBO Family - Ink Tank Animation Studio**, New York, NY
Summer and Fall 2002

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- Post-production work for stop-motion animation television show such as rotoscoping, rig removal and compositing