Edwinna Morgan
2131 Woodland Boulevard
Fort Myers FL 33907

(804) 307-6772
www.morganscape.com
edwinnamorgan@gmail.com

Objective

To achieve an art position relevant to environmental design in the entertainment industry that will utilize my creative thinking, 2D and 3D art skills as well as my ability to harmonize ideas and maintain the artistic direction of a project.

Skills and Proficiencies

Proficient in Maya, Photoshop, Crazybump
Strong understanding of Final Cut, Premiere, Open Canvas
Familiar with Vue, 3dsMax, Shake, Zbrush
Familiar with game editors such as UT Editor 2004 and 3, and the TES Construction Set
Excellent verbal and written communication skills
Punctual and time-conscious
Highly team oriented
Strong ability to take direction or lead as needed
Self-motivated, quick learner

Work Experience

Edison Park Elementary - Afterschool Art Teacher, Fort Myers, FL
Oct. 2009 - Dec. 2009
Working with 2nd and 3rd graders doing traditional mixed media and computer graphics using Corel Painter, creating lesson plans.

Full Sail Lab Monitor - Winter Park, FL
Aug. 2007 - June 2009
Opening and monitoring Computer Animation labs, maintaining order.

Education

Full Sail University
* Bachelor of Science in Computer Animation
Focus in Environmental Modeling and Texturing
2007 - 2010

Achievements

Course Director's Award: Advanced Game Techniques - July 2008
Course Director's Award: Ethics and Psychology - June 2007
14th Congressional District Art Competition 2006, Florida
7th Congressional District Art Competition 2005, Virginia