



Stephanie Tomko

3D Character Animator

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Summary of Qualifications:

Focused on 3D Character Animation with experience in short film collaboration. Hands-on experience with other Animation Pipeline roles, such as: Producing, Modeling, Texturing and Storyboarding. Interested in concept design and pre-production work, and works well in an organized team setting.

Experience

Senior Thesis Film: *Grotesque*

3D Animator / Concept / Lighting

Summer 2021- Spring 2022

I participated in every part of the Animation-Pipeline for this film, working with a team of 13 to bring our 3D film to life in just over a year. Our story about a Sphynx cat and a Gargoyle is making its rounds through festivals.

Short Film: *Alone in the Night*

3D Animator / Concept

Summer 2020 - Winter 2021

I helped with story development and some concept designs for this short film. Once it rolled into production I did blocking and animation and cleanup for a few shots.

Short Bumper: *little eyes, Big City*

Producer

Spring, 2020

Producer for this short film, designated to be a 2D/3D hybrid Bumper shown between films at the SCAD Savannah Film Festival. Along with Producing, I also participated in Modeling and Texturing and Layout.

Retail Experience

Panera Bread Associate: June 2016- June 2020

Gamestop Game Advisor: May 2021 March 2020

Tropical Smoothie Associate: August 2022- Present

Excels in high-speed and high pressure jobs that are in a heavy team based environment.

Skillset

- Autodesk Maya
- Adobe Suite Programs
- Clip Studio Paint
- Unreal Engine
- Substance Painter

Education

Savannah College of Art and Design (SCAD)

Bachelor of Fine Arts,
Focus of 3D Character Animation
Fall 2017- Spring 2022

Education included overall knowledge of the Animation Pipeline while allowing a focus. Character and Creature Animation and were the two sections focused on.

References available upon request