

LAUREN CARR

Minneapolis, MN

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Education

Ringling College of Art and Design, Sarasota, FL
Bachelor of Fine Arts in Computer Animation, May 2021

CG / VFX Experience

MAKE LLC, Minneapolis, MN

3D Lead Artist - July 2021- August 2026

- Worked in a highly collaborative environment with other 2D and 3D artists to create both commercial and original content, primarily in Autodesk 3dsMax
- Crafted a variety of CG and live-action content focused on brand identity and storytelling for global clients such as Mattel, Hasbro, Disney, Spin Master, Sour Patch Kids, and Hess
- Worked on MAKE original "micro-shorts" concentrated on shortform storytelling for social media and YouTube

3D Asset Creation and Rendering:

- Built assets from scratch using 3dsMax, from modeling to setting up procedural materials and handpainted textures in Substance Painter
- Set up layout scenes in 3dsMax including environment building, set dressing, effects, lighting, rendering using V-Ray, and creating 3D tracked cameras for live-action footage with SynthEyes

CG / VFX Compositing:

- Worked in Nuke to composite a range of content, combining CG and live-action footage into individual shots
- Keyed, tracked, color corrected, and integrated live-action footage into CG backgrounds
- Constructed edits in Adobe Premiere Pro and Nuke Hiero with finished CG shots, 2D graphical elements, and audio

Animated Thesis *Home Sweet Home*, Ringling College of Art and Design, Sarasota, FL

Director - Jan 2020 - May 2021

- As part of thesis production, created a two-minute animated short film which demonstrates storytelling and the CG pipeline
- Pitched ideas, created storyboards, and edited them into an animatic with consideration of the elements of storytelling and shot composition for a thesis preproduction class
- Responsible for creating all CG aspects of said animated short including modeling, texturing, rigging, animating, lighting, rendering, and compositing
- Animated two characters with a focus on acting and comedy in six different highly complex environments with the feedback of faculty and peers

Ringling PreCollege, Ringling College of Art and Design, Sarasota, FL

Teaching Assistant - Summer 2019

- As part of the Ringling College PreCollege Program, worked with high school students in a classroom environment
- Assisted a professor of the Ringling College Computer Animation Department in a Maya-based computer animation course for prospective Ringling students
- Guided and communicated with students in an open-studio environment through demoing and answering questions related to the CG pipeline

Skills / Personal

- **Proficient in:** Autodesk 3dsMax, Autodesk Maya, ZBrush, SynthEyes, Adobe Substance Painter, V-Ray Renderer, Arnold Renderer, Nuke, Nuke Hiero, Adobe Photoshop, and Adobe Premiere Pro
- **Basic skills:** ComfyUI, Autodesk Fusion, Adobe Audition, Adobe After Effects, DaVinci Resolve, and Adobe Substance Designer
- **Studio/ traditional art skills:** Drawing and painting in mediums such as graphite, charcoal, acrylic, oil, watercolor, and gouache, as well as basic storyboarding skills
- Personal interests include knitting, crocheting, reading, and fishkeeping