

ALICIA VAN DYCK

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JOB OBJECTIVE:

- To obtain a position and team member as a 3D modeler in a production company, contributing efficient work toward the main objective.

QUALIFICATIONS

- Completed courses in modeling & texturing through Gnomon School of Visual Effects
- Obtains a diploma in Animation Art and Design.
- Proficient in Maya and Photoshop, Mac and Windows.
- Familiar with ZBrush, XSI and Final Cut Pro.
- Committed, hard-working, self-starter, fast learner, enjoys working in a team environment as well as individually.
- Displays a positive attitude and flexibility.

EXPERIENCE

- July 2008 – Present SKYLINE DEVELOPMENT & VANDYCK HOLDINGS Ltd. Executive Assistant
 - Independently accomplished responsibilities and tasks
 - Manages company when executives are away
- May 2007 – June 2008 DIGITAL ALCHEMY ENTERTAINMENT Junior Animator/ 3D Layout Artist (Amazing Super Buddies Pilot, Zigby Season 1)
 - Animation 30 seconds / week for pilot episode ASB Power Force
 - Post Production rendering and compositing using XSI for ASB Power Force
 - Character Animation cycles and 3D Layout for Zigby in Maya.
 - Modeled and rigged props for Zigby in Maya.

KEY ACCOMPLISHMENT

 - Completed beyond the required 10 shot quota per day on the 3D layout team.
- February 2007 (freelance) BARDEL ENTERTAINMENT Junior Flash Character Build (Los Campeones)
 - Touched up characters by filling holes and fixing lines that did not connect

KEY ACCOMPLISHMENT

 - Impressed production manager by completing work assigned

by ideal date

- 1998-2004 SKYLINE DEVELOPMENT & VANDYCK HOLDINGS Ltd.
(Formerly: VANDYCK PROPERTIES Ltd.), Coquitlam, BC
Executive Assistant
 - Data input
 - Invoice work
 - Filing
 - Mail organization*KEY ACCOMPLISHMENTS*
 - Maximized productivity by 3 hours to reduce work spent on filing by 50%
 - Managed the company while executives were away
- 1998-2004 SKYLINE DEVELOPMENT & VANDYCK HOLDINGS Ltd.
(Formerly: VANDYCK PROPERTIES Ltd.), Coquitlam, BC
Landscape Maintenance
 - Supervisor*KEY ACCOMPLISHMENTS:*
 - Took initiative to go beyond what was instructed, and set a higher standard on the quality of work accomplished.
 - Reduced the work load 30% for the next year and 50% the year after.

EDUCATION & TRAINING

- 2010-2011 Course completion in Modeling & Texturing GNOMON SCHOOL OF VISUAL EFFECTS
- 2004-2006 Diploma in Animation THE ART INSTITUTE OF VANCOUVER, Burnaby, BC
- 2003-2004 Certificate in Fine Arts KWANTLEN POLYTECHNIC UNIVERSITY, Surrey, BC