



www.heathermarra.com | hmarra01@gmail.com | (717) 376-8606

## EDUCATION

- Savannah College of Art and Design** Masters of Fine Arts in Game Design Expected Graduation June 2027
- Savannah College of Art and Design** Bachelor of Fine Arts in Animation Graduated June 2024
- Double Concentration in Technical Animation and 3D Character Animation
  - Dean's List | September 2019 - June 2024

## COLLABORATIVE PROJECTS

- "Ultramarine" Short Film | 3D Modeling Lead, Texturing Lead, and Co-Producer** March 2023 - June 2024
- Worked closely with the art team to create models and textures based off their concepts
  - Created a schedule and deadlines to keep production on track
  - Communicated with the rigging artist to optimize topology for his workflow
- "For the Love of Music" VFX Senior Thesis | 3D Modeler and Texture Artist** Dec 2022 - May 2023
- Produced 3D modeled assets and textures in a photorealistic style
- "Love at First Light" Short Film | Look Development, 3D Modeler, and Texture Artist** Oct 2022 - May 2023
- Collaborated with the Art Director to develop the textures and lighting goals for the film
  - Established a stylized modeling guide and painterly textures used throughout the film
- "When We Sleep" Short Film | 3D Modeler and Texture Artist** Jan 2023 - May 2023
- Assisted in the production of numerous sets and their textures
- "How Book" SCAD Animation Studios Episodic Series | 3D Modeler and Texture Artist** Nov 2021 - June 2022
- Made 20+ models in the style of a children's show
  - Assisted in the revamping of the textures to better fit the series' style

## WORK EXPERIENCE

- Foxy Loxy Cafe** Shift Lead and Barista Aug 2021 - Present
- Memorized 20+ drink builds for different beverages
  - Accommodated for customer's specific needs and resolve issues when necessary
  - Supervised my team and fostered a positive work environment, ensuring smooth daily operations
  - Trained new employees in coffee brewing techniques, customer service standards, and cafe policies
- JayVending** Cashier and Food Prep Nov 2018 - July 2021
- Oversaw the organization of inventory for enhanced operational efficiency
  - Skillfully managed customer orders, addressed inquiries, and guided park visitors with a helpful approach
  - Maintained open communication with colleagues to ensure swift and accurate order fulfillment

## SKILLS

- Software** Autodesk Maya, ZBrush, Substance Painter, Substance Designer, Marmoset, Houdini, Unreal, After Effects, Premiere, Shotgrid
- Professional** Problem solving, Attention to Detail, Organization, Time Management, Working Under Pressure, Teamwork, Task Delegation, Communication, Quick Learner, Meeting Deadlines
- Technical** Organic Modeling, Hard Surface Modeling, PBR Texturing, Procedural Texturing, Lighting, 3D Animation, Project Management, Topology, Character Pipeline

## AWARDS

- Best Animation Film at BltchFest 2024 | October 2024
- Best Art at the 2022 SCAD Global Game Jam | February 2022