

Brittany Simpson

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Career Summary

- 3D environment & character artist with expertise in 3D modeling; who incorporates inspired capabilities in design, anatomy, form, digital sculpting, texturing, lighting & digital imaging. I learned these expertise skills at the Illinois Institute of Art Schaumburg, Lloyd Agencies and as a Freelance 3d Artist.

Education

The Illinois Institute of Art – Schaumburg

Dec 2018

Bachelor of Fine Arts in Media Arts & Animation

Honor Graduate

GPA: 3.9

President, Dean & Honor Roll Lists

Accomplishments

- President's Award **2018**
- ARTimation, Participant **Feb 2018**
- Endeavor Events, Digital Artist **Mar 2016 & Mar 2019**

Work Experience

Tech Mahindra

Mar 2022-Present

Quality Analyst

- Analyzed frames via Computer Vision Annotation Tool (CVAT) for quality annotation and labeled image data per client's requirements
- Guided new agents thought the workflow for analyzing annotation and reporting the data accurately as a SME (Subject Matter Expert)
- Communicated with the client to properly analyze images and set the goals expected by the client.

Freelance 3D Artist

Sept 2020-Present

- Illustrated 2D holiday characters and published a coloring book, "Valentine Mayhem," using Photoshop according to client's descriptions with 5-star ratings.
- Designed an 2D cartoon character Illustration and graphic design name logo for a client according to client's descriptions with 5-star ratings.
- Creating graphic designs for Hoopsking products such as mops, coach boards, etc. using Adobe Illustrator, Spiff and Blender for customers to customize and purchase their product.

Zen3 Infosolutions America Inc.

April 2020 – Sept 2020

Image Analyst

- Analyzed and annotated images using the CVAT (Computer Vision Annotation Tool) according to company and client guidelines completing one file with 100% accuracy.
- Guided new annotators through the annotation process to ensure accurate labeling for the client.
- Communicated with Senior Data Analyst to properly annotate images and set the goals expected by the client.

Walt Disney World® Resort, Orlando, FL

Jan 2020 – Mar 2020

Disney College Program Intern – Disney's Animal Kingdom

- Assisted guests in communicating and photographing their vacation memories to sell Disney Photopass product.
- Operated and carried digital technology in order to photograph over 400 photos per day of guest vacation memories.
- Partnered with Character Performers and Character Attendants to create a magical experience for the guest.

Disney College Program Intern - Disney's Art of Animation Resort

May 2019 – Jan 2020

- Created & maintained positive visual enhancements while providing exceptional Guest service in high-traffic areas with 100 to 200 Guests per week.
- Supported 12 housekeepers by removing dirty linen, collecting & disposing trash from Guest rooms.
- Inspected half of the assigned resort buildings for maintenance, safety, security & the wellbeing for the Guest.
- Organized & stocked storage rooms with linen and amenities in order to provide excellent service to the Guest.

Smartbelly Smoothie Co., Crown Point, IN

Feb 2019 - May 2019

Freelance Graphic Designer

- Cooperated with my managers to design their new posters, signs and labels in order to market the company's brand to their customer.

- Collaborated with Uncle JD's Honey creating their 2D cartoon logo using Photoshop and Adobe Illustrator which was printed over 1,000 stickers to put on their jars to sell.
- Designed Anderson & Anderson Insurance Services and Poolside graphic design logos using Adobe Illustrator to advertise their brand.

Lloyd Agencies, Schaumburg, IL

April 2018 - June 2018

Intern 3D Artist

- Designed & sculpted a 3D training character named Samantha using ZBrush that would train their employees on how to communicate with their clients.
- Modeled 20 to 30 objects & 3 environments using 3ds Max exported into Unity that would set the scenes for the virtual reality game.
- Photographed realist images to produce new textures to enrich & stylized the 3D character, objects & environments for the game.

Traditional Skills

- 3D Modeling, Storytelling, Concept Art, 3D Sculpting & Painting, Storyboarding, Perspective, Observational & Life Drawing, Character Turn Arounds, 3D Character Rigging, 3D Animation, Texturing & Lighting,

Technical Skills

- Microsoft Excel, Microsoft Word, Microsoft PowerPoint, SharePoint, Photoshop, Illustrator, After Effects, Media Encoder, Unity, Premiere, 3Ds Max, Blender, Zbrush & Acrobat DC

Educational Involvement

- Team Production, Supervisor
- Student Ambassador
- A.R.T (Advanced Raw Talent), Treasurer
- Code Creative, Event Coordinator

Jan 2018 – June 2018

Jan 2018

Jan 2018 - June 2018

July 2017 - Oct 2017