EMILY S. MAH

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https://emilysmah.com/

SKILLS

Software:
Autodesk Maya
Adobe Photoshop
Adobe After Effects
Adobe Illustrator
Blender
Foundry Nuke
Substance Painter
SideFX Houdini
ShotGrid
Microsoft Office 365
Google Suite

Programming:

Python	JavaScript
Bash (Unix)	CSS/HTML

Other Skills:

Storyboarding	Video Editing
2D Animation	Compositing
Fine Art	Photography

EDUCATION

Drexel University, Philadelphia, PA
Pennoni Honors College
Bachelor of Science
GRADUATION: *June 2023*
MAJOR: *Animation & Visual Effects*
MINOR: *Computer Science*
PROFICIENCY CERTIFICATE: *Intermediate French*

EXPERIENCE

Analytical Mechanics Associates   JAN. 2024 - PRESENT
3D Multimedia Specialist | Hampton, VA
- 3D model, layout, and composite conceptual design and engineering visualizations to help give form to NASA spacecraft, missions, and technologies
- Write automation scripts to support project pipeline and management

Adobe   JUN. 2022 - DEC. 2022
3D Artist Intern | San Jose, CA
- Supported researchers with tasks such as creating and rendering 3D assets utilizing Substance 3D, conducting research, and writing scripts
- Developed pipeline scripts with Blender hair particle system
- Assessed the pre-existing hair library, troubleshooting hair penetration issues, and exploring further hair particle work

Blue Sky eLearn   MAR. 2022 - JAN. 2024
Animator, Assistant Project Manager | San Diego, CA
- Created motion graphics animation and designs, organize and compile project assets, document procedures for future streamline processes
- Assisted project managers on various client projects with scope and sequencing, proofreading, and instructional design

Night Kitchen Interactive   MAR. 2021 - SEP. 2021
Animator & Compositor | Philadelphia, PA
- Collaborated with the design and production team in the creation, animation, and rendering of 2D assets for various digital projects
- Provided additional assistance in pre-production, production management, research, and quality assurance

Houdini.School   JUN. 2020 - SEP. 2020
Houdini Junior Artist | Culver City, CA
- Produced procedural modeling, texturing, and lighting assets
- Assisted director on educational content development by creating handouts, diagrams, and interactive demos

Drexel University, STAR Scholars Program   JUN. 2019 - AUG. 2019
Researcher, Digital Artist | Philadelphia, PA
- Provided 3D assets for a digital reconstruction of Peale's Museum from the early 19th century, under the mentorship of Dr. Glen Muschio
- Conducted historical research at the American Philosophical Society and the Pennsylvania Historical Society