Isabella McMillan
Environment Modeler

Skills
Modeling
Texturing
Lighting
Rendering
  Arnold
  Legacy Render
  Layers
Rotoscoping

Software
Adobe Suite
Maya
Blender
Substance Painter

Education:

Bachelor of Fine Arts - Animation   **May 2022**
Minor - Creative Writing

Savannah College of Art and Design
Courses of Study Included: Life Drawing, Art History,
Interactive Game Design, 2D and 3D Graphics

Work Experience:

Images for Life   **Sept 2023-Present**

Video Editor
Created animation for Images for Life opening credits
Edited Promotional and Highlight Videos for Texas Country
   Awards Stand Strong Charity Event
Edited Promotional Videos for Dallas Childrens Charities and
   Dallas Margarita Society

Bright Light Volunteers   **Oct 2023-Present**

Video Editor
Edited Promotional Videos for social media
Traveled to Antigua Guatemala to capture videos and photos
   for promotional videos

Paul Gore Inc.

Video Editor   **Aug 2023-Present**
Edited Highlight Video for Sprouts Conference 2023
Edited Promotional Videos for Dallas Academy
Personal Assistant   **June 2022-Present**
Worked for Paul Gore as a PA on shoots such as local press junkets
   for Apple TV Silo and Crowded Room

Freelance 3D Modeler

3D Prints   **June 2022-Present**
Worked with clients on Upwork to make their 2D designs
   into printable 3D models, such as custom designed
   Butterfly knife handles and keychain tools.

Collaborative Projects:

SCAD Studios: How Book   **Nov 2021-May 2022**

Environment Modeler
How Book is an episodic production to teach children
   how food is produced from farm to table
Built and set dress environments for episode one and four,
   Set up tree leaf network using MASH

Legend of Pipi   **Sep 2021-May 2022**

Environment Modeler
2D/3D Hybrid Film
Used Blender for Opening Scene, Built Cat Horse Model

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