

Marife Albay

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Skills

Strong Organization and Communication | Advanced Photography, Sculpture and Painting | Intermediate Compositing | Intermediate Editing | User Interface Design | Airbrush Painting |

Software

Adobe Photoshop CS3 | Bridge | Maya | 3DS Max | Adobe Premiere Pro | Apple Shake | Final Cut Pro | Microsoft Office | Dreamweaver 8

Education

Palomar Community College 01/2007 – 08/2007
San Marcos, California | Courses taken in Painting, Drawing, Web Page Layout and Design, Page Layout and Design

Regional Occupational Program 04/2007 – 08/2007
Vista Adult Education | Courses taken in Photoshop, Bridge and Painter

Full Sail Real World Education 07/2002 - 09/2003
Winter Park, Florida | *Associate of Science in Computer Animation*

University of Lethbridge 09/1997 - 05/2002
Lethbridge, Alberta, Canada | *Majored in Fine Arts/Multi-disciplinary with focus on Art*

Experience

Full Sail Real World Education 12/2003-11/2005
Graphic Designer/Lab Instructor

- Assist students with Compositing and Editing Projects
- Assist students with creating portfolio layout for DVD, web and print according to their specifications
- Wrote Rotoscoping Tutorial for lab distribution
- Research art references for lecture
- Design and create storyboard layouts
- Reference material creation for marketing (sculpt busts based on figure studies shown on tours of campus)
- Gave lecture
- Supervise labs
- Critique and grade student work

EPL Inc. (Freelance) 03/2005-05/2005
3D Conceptual Artist

- Create sculptures based on concept art for upcoming game release
- Silicon mold and resin cast sculptures for final display
- Paint finished sculptures for final display using air brush

Galvanon (Freelance)

02/2004-07/2004

Compositor

- Seamlessly integrate CG into live action footage for Motion Picture through the use of color correction and image manipulation
- Recreate live action camera movement to apply to CG
- Prepare detailed schedule for team who assemble and prepare final layouts
- Communicate between team members and Project Lead about shots and schedules
- Review final layouts and suggest improvements as needed

TSB Games (Freelance)

Graphic Designer

05/2003-02/2004

- Design layout for website
- Create Interactive Menu Design for Liege, an RTS game
- Content Creation
- Concept Art design and creation
- Animatic creation

Full Sail Real World Education

09/2003-12/2003

Intern: Compositing and Scene Finishing

- Assist Course Director with creating course content
- Create projects based on course content

University Of Lethbridge

01/2001-04/2001

Lighting for the play *Cinderella*Make Up for the play *Cinderella*

- Prepare series of drawings to illustrate sequence and timing of story development
- Implement lighting design based on preparatory drawings
- Apply makeup based on preparatory drawings

Costume creation for the play *The Skin of Our Teeth*

- Study illustrations and photographs to plan presentation of material
- Prepare rough sketches of final presentation of costumes
- Create final Costumes

Beny Chev Olds Cadillac

09/1999-05/2000

Customer Service Co-ordinator

- Organize and communicate information between various departments
- Enter services required for customers in company database
- Schedule appointments as customer need arises

Achievements

Drawings shown at San Marcos Community Center Summer 2007

Sculptures created for EPL Inc. displayed at E3 2005

Sculptures created from figure studies displayed at Full Sail for marketing tours

Annual Juried Show at the University of Lethbridge for Untitled 2 Minute Short (2002)

Dean's List Fall 2000