

Aubri White

3D Technical Artist



<https://www.aubriwhite.com/>



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EXPERIENCE

OCT 2020 - DEC 2020

XiMedia Labs

3D MODELER

- Worked in house with a small design team under a Supervisor to create mobile game assets with immediate feedback.
- Created and textured 12 models for in game use, while creating rigs for and animating at least 2 of the models.
- Worked efficiently to make any needed corrections for models to meet deadlines for application testing.

FEB 2020 - MAY 2020

The University of
Central Florida
School of Visual Arts
and Design

LAB MONITOR AND TUTOR UNDER UCF SVAD WORK STUDY

- Provided feedback and assistance with students during midterms to help guide them in the proper direction when facing complications.
- Worked with students to better develop 3D characters for rigging, showing the importance of fundamentals when translating their 2D designs into 3D models.
- Developed and open channel of communication for students to their professors

OCT 2017 - DEC 2017

The Virtual
UCF
Arboretum

UNDERGRADUATE RESEARCH ASSISTANT

- Performed hands on foliage research with peers in the UCF Arboretum to create a reference library of plant life.
- Modeled low poly plant life for the virtual arboretum and hand painted detailed textures to create the illusion of life.

EDUCATION

VALENCIA COLLEGE
FALL 2012 - SPRING 2015

Associates
Degree in
Fine Arts

UNIVERSITY OF CENTRAL FLORIDA
FALL 2015 - SPRING 2020

Bachelors in Experimental
Animation
and Technical Arts

EXTRACURRICULAR

- Team Lead for ACM Siggraph 2020 (Feb 2020 - August 2020)
- Secretary and co Founder of the Women in Animation Chapter at the University of Central Florida (Sept 2019 - May 2020)
- ACM Siggraph Vancouver Student Volunteer (August 2018)
- Member of the ACM Siggraph Chapter at the University of Central Florida (Sept 2018 - May 2020)

SPECIALIZATIONS

-Maya -Blender -Nuke -Toon Boom Harmony -Storyboard Pro
-Adobe Creative Suite -Clip Studio Paint Pro