

TYANNAH RAMUNNI

3D Character Animator

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55428



PROFILE

As a 3D character animator, I have over three years of experience in the field. I have worked on various projects, both big and small, and have gained a wealth of knowledge and experience over the years. I am extremely passionate about my work and take great pride in creating high-quality animations that tell a story and engage with audiences. I am always looking for new ways to push myself creatively, and believe that there is always room for improvement – no matter how experienced you are. With my strong technical skillset combined with my creative flair, I firmly believe that I could be an asset to any team or project.

LINKS

[linkedin.com/in/tyannahramunni](https://www.linkedin.com/in/tyannahramunni)

SKILLS

3D modeling

3D animation

Character design

Motion graphics

Rigging

Texturing

Lighting

LANGUAGES

English

Japanese

EMPLOYMENT HISTORY

● 3D Character Animator at Blue Sky Studios, MN

Apr 2022 - Present

- I created 3D characters that were used in a video game that sold over 1 million copies.
- I was responsible for creating the animations for a major motion picture that grossed \$250 million at the box office.
- I have worked on animated films that have been nominated for Academy Awards.
- My work has been featured in several publications, including Animation World Network and Cartoon Brew.
- I have taught animation workshops at prestigious institutions such as Harvard University and MIT.

● 3D Character Animator II at Pixar Animation Studios, MN

Sep 2019 - Mar 2022

- Successfully completed assigned projects on time and under budget.
- Exceeded expectations by delivering high quality work that met or exceeded client specifications.
- Demonstrated expert knowledge of 3D character animation principles and techniques.
- Created innovative animations that helped to improve the overall quality of the project.
- Worked closely with other team members to ensure a smooth workflow and successful completion of the project.

EDUCATION

Associate of Arts in 3D Character Animation at McNally Smith College of Music

Aug 2015 - May 2019

Some skills I've learned are 3D modeling, animation, and texturing.

CERTIFICATES

Motion Capture Specialist Certification

Oct 2020

3D Character Animation Certification

Mar 2019

MEMBERSHIPS

American Institute of Graphic Arts (AIGA)

National Association of Photoshop Professionals (NAPP)