

# DANELLE PRESCOTT



## 3D (Digital) Modeler / Sculptor Artist

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<http://coyotemask.wix.com/danellep-animation>

### EDUCATION

The Art Institute of Phoenix  
Bachelor of Arts, Media Arts & Animation

Graduated: Dec 2014

### LinkedIn

[https://www.linkedin.com/in/danelle-prescott-a67798a4?trk=nav\\_responsive\\_tab\\_profile\\_pic](https://www.linkedin.com/in/danelle-prescott-a67798a4?trk=nav_responsive_tab_profile_pic)

Portfolio: <http://coyotemask.wix.com/danellep-animation>

### SUMMARY

Bachelor's degree in Media Arts and Animation, I have experience as an artist in the 3D modeling/ sculpting at Razor Edge Games (link: <http://razoredgegames.com/> ). I have done modeling for Props, I have some experience in hair design, but mostly Armor both high and low polys for game characters to wear as well as clothing too, I also did the UV unwraps on them for a while using the pelting tool in 3ds Max until the texture team took over. Unfortunately I can't show anything that I have been working on from my current work at Razor Edge Games due to N.D.A.

While my experience is in 3D modeling I am an animator and I have both experiences in Digital animation as well as Traditional drawing animation. I'm Talented in both fields of art such as drawing and 3D modeling, but I specialize in 3D sculpting.

### EMPLOYMENT HISTORY

#### Art Experience

- Razor Edge Games      Dec 2014 -  
    Current
  - 3D Modeler-Sculptor / Armor / Clothing / Prop Artist

- Ingram book company Aug 2017-Sep 2017
  - Temp job packing and unpacking books
- Skyline Productions Oct 2014
  - Freelance Logo Artist
- Biker Dog Nov 2013
  - Prop and Environment Artist

### Software I know

3D	2D
3ds Max	Adobe Photoshop
Maya	Illustrator
Marvelous Designer	After Effects
ZBrush	Flash
Blender 3D	Clip Studio