

# Paul Meiners

Animation • Illustration

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## Skills

3D Character Animation | 2D Animation | Stop Motion | 3D Modeling | Rigging | Story Boarding | Video Editing | Sound Editing

## Technical Skills

Maya | Photoshop | Illustrator | Animate | After Effects | Premiere | Audition

Exposure to- Z Brush | Mudbox | Substance Painter | Unity

## Experience

### **Jan – May 2017, Beasts and Heroes, Engines and Assets Team – Emortal Sports Inc. Vancouver, WA**

Beasts and Heroes is a virtual reality game for the HTC Vive where players take lead of an army and control their warriors to battle enemies and conquer the world

- Produced AAA quality assets for VR game development
- Modeled high poly and game ready low poly models
- Worked collectively in a 3D game production pipeline
- Provided consistent reliability in workflow
- Maintained client satisfaction
- Achieved set goals and deadlines

### **2016, Freelance Cameraman, Team 302 Productions, Vancouver, WA**

Worked with minimal film crew to produce a product demonstration for the city of Cannon Beach, OR

Shot video footage, planned camera angles, assembled lighting sets, recorded audio

### **2014 – Present, Maintenance Team, Glenwood Community Church, Vancouver, WA**

Worked with a team to maintain the interior and exterior of a twenty-acre church property and to assisted church members in any manner that was required

Maintained a high level of quality in building upkeep, managed teams of two to five workers, communicated with suppliers, engaged with the community, collected donations

## Education

### **Bachelor of the Arts, Washington State University Vancouver**

B.A. Digital Technology and Culture | Minor Film Study | Minor Fine Arts | Minor English