

TRAVIS ALLEN

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TallenStudios.com

Resume

Work Experience

FULL TIME, REMOTE, CONSTRUCTION INSTRUCTION PRODUCTIONS

Produced animated educational videos, graphics, and live action videos for nationwide clients such as DuPont, Owens Corning, Louisiana Pacific. Responsible for all aspects of production, script writing, storyboarding, shot planning, modeling, rigging, animating, filming, compositing, editing, client reviews. Implemented company wide digital asset management system. Responsible for improving production workflow and tools. Developed interactive educational assets using Unreal Engine

CONTRACT, LGDEV SHOP

Contributed to Darblez mobile game. Responsible for 3D modeling, texturing, rigging, and animating transforming robots based on designers 2D model sheets. Worked remotely handing off assets by exporting for Unity game engine.

SELF EMPLOYED, TALLEN DESIGNS

Operated as a Sole Proprietor performing all tasks associated with digital productions including but not limited to 3D modeling, animation, 2D designs, rigging, texturing and UV layouts, etc.

INTERN WITH BEACH PLUM MEDIA

worked on a 3D animated short film. *Gidget and Guido, a Grape Sized Love Story*. Contributed 2D character and environment designs. 3D models for Gidget grape, environments, Story development

SOFTWARE SKILLS

3ds Max, Maya, Zbrush, Substance Painter, Substance Designer, HDR Light Studio, Maxwell Render, Vray, After Effects, Mudbox, Photoshop, Premiere Pro, Unity, Unreal Engine, experienced on both Mac and PC platforms.

Education

Art Institute of Pittsburg, Media arts and animation, 2009-2014

Art Institute of Chicago, Computer animation, 2001

Pleasant Hill High School - Diploma, College Preparatory Certificate, 2001