

Chelsea Mapes

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Objective

Dependable, attention to detail, efficient, hard worker. Looking to obtain a position as a 3D modeler where my skills are valued and can benefit the organization. Ideally wish to have a focus in 3D modeling and an opportunity for growth in my craft.

Education

Bachelor of Fine Arts Degree in Game Art and Design, June 2017
Art Institute of Washington: Arlington, VA
Associate of Fine Arts, May 2014
Cotley College: Nevada, MO

Skills

Character Modeling (3ds Max and Zbrush)
Object Modeling (3ds Max and Zbrush)
3D texturing (Xnormals, Substance Painter and Photoshop)
Rigging (3ds Max)
Animation (3ds Max, Photoshop, and Flash)
Concept Art
Illustration
Character Development
Background Design
Painting
Sculpture
Branding/Design

Software

3ds Max
Adobe cc

- Photoshop cc 2017
- Illustrator cc 2017
- InDesign cc 2016
- Flash cc 2016
- Animate cc 2017
- After Effects cc 2017

Zbrush
Substance Painter
Xnormals
Unreal Engine
Unity
OBS Studio
Scratch
Gimp

Kodu
Word
PowerPoint

Employment

Internship; 3D Modeler
July 10, 2017- September 12, 2017
DSFederal, Inc: Rockville, MD

Created 3D models using 3Ds Max.
Textured the 3D models using Xnormals, Substance Painter and Photoshop.
Exported and packaged the models in Unity.
Created particle effects in Unity.
Archived created models for the company to use.
Performed research on the internet for information required to accurately create a technical 3d model.

Internship; Game design instructor and animator;
August 2016-current
T.A.G Labs: Washington, DC

Integral in teaching students how to make video games through different programs such as Scratch and Kodu.
Assessed need and created assets for other instructors.
Solely responsible for creating the characters, world, and narrative elements for games.
Provided feedback to coworkers regarding game design features.
Analyzed and presented new game design concepts to technical colleagues.
Designed various mock up themes and designs for new in game experiences and coordinate with game designers and programmers to prepare efficient graphical designs.
Analyzed existing and new games and develop appropriate themes and design various graphics for new games.
Coordinated requirements with coworkers to develop all games and prepare storyboards and art work for all new games
Created an animation of the T.A.G logo for the company.

Freelance

Tattoo Design Commissions; 2011-2017
Designed for various people: Glen Burnie MD, Seattle WA

Skull and swords tattoo 2017
Captain America tattoo 2015
Hawk holding a soccer ball tattoo 2013
Marine symbol tattoo 2011

Magazine Cover; 2015

English Teaching Forum: Maryland

Entered the English Teaching Forum magazine competition. Being one of the first at the Art Institute of Washington to win the contest. Getting my artwork on the cover of the magazine.

Illustration Commissions; 2010-2014

Designed for various people: Glen Burnie MD, Vancouver WA, Seattle WA

Character illustration 2014

Zombie illustration 2012

Disney illustration 2012

Under the sea mural for Kim's Karate and learning Center 2010

Family portrait 2010

Little league baseball team poster 2010

Costume Commissions; 2010-2016

Designed for various people: Glen Burnie MD, Seattle WA

Character costumes from Alice in Wonderland 2016

Character costumes from Batman 2012

Anime costumes from Ouran High School Host Club 2011

Anime costumes from Fullmetal Alchemist 2010

Branding Commissions; 2010

Designed for Little League Baseball Team: Glen Burnie MD

Logo design for a little league baseball team 2010

Jewelry commissions; 2012-2017

Created for various people: Nevada MO, Seattle WA, Glen Burnie MD

Crain earrings 2012-2017

Achievements/Awards

Honor roll; The Art Institute of Washington 2017

Dean's list; The Art Institute of Washington 2017

Vice President of the Japanese club; Cottey College
2013-2014