

# Allie Dinkens

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## Career Profile

Highly motivated 3D and VFX artist with over one year of industry experience, most recently in film composition and 3D modeling and texturing. Quick learner with the ability to adapt and communicate to all levels of an organization as well as clients. Seeking a position in 3D visualization to utilize and expand my talents and skill sets.

## Education

### **Purdue University**

Bachelor of Science in Animation and Visual Effects Compositing

**West Lafayette, IN**

**May 2022**

## Experience

### **Top Right Corner**

**3D and VFX Artist**

**New Orleans, LA**

July 2022 - current

- Modeling, texturing, and rendering low-poly assets for VR games and training simulations in Maya, Unity, and Unreal Engine 5
- VFX work in composition, painting, tracking, and screen replacement in film, using After Effects and Premiere
- Collaborated with producer and director to manage tasks and the project timeline to ensure critical items were completed on time.

## SDI Innovations

**Junior Production Specialist and Desktop Publisher**

**Lafayette IN**

Spring/Summer 2020-2022

- Supervised first year interns, fostering communication between schools and employees at SDI.
- Prepared and formatted school datebooks from beginning to print.
- Worked with clients to manage issues, errors and timelines and corrected any items as needed

## Purdue University

**Graphic Design Artist**

**West Lafayette, IN**

Feb 2022 - May 2022

- Designed original graphics for social media and print for Purdue Musical Organizations

## Skills

Autodesk Maya, Unreal Engine 5, Unity, After Effects, Substance Painter, Substance Designer, Zbrush, Photoshop, Illustrator, InDesign, Fusion, C++, HTML, CSS, MS Office, creative writing

## Projects

**Malum (2023) – Film [IMDB Credit](#)**

- **VFX Artist:** painting out details from background, screen replacement on computer screens, tracking, mold effects and details tracked with moving camera, color correction, and compositing. I collaborated closely with the film's director, producers, and creative team to understand the creative vision and technical requirements for each shot.

**Flock of the Low God (2022 - 2023) - Virtual Reality Game**

- **3D Artist:** Modeling and texturing realistic low-poly game assets, including a: server bank and bloody girl's heel. I worked closely with the art director to create pieces that looked realistic and fit well into the horror aspect of the game.

**Vieux Carre (2022) - Virtual Reality Game**

- **3D Artist:** Modeling and texturing realistic low-poly game assets, including a: porcelain figures, decorative plates, glass vase, and fireplace grate. I created antique pieces that fit the theme of an old-fashioned New Orleans.

**Training Simulation - Virtual Reality**

- **3D Artist:** Modeling and texturing realistic low-poly assets for equipment training simulation.

**Educational Training Simulation - Virtual Reality**

- **3D Artist:** Modeling and texturing realistic low-poly assets for educational lab training simulation.