

JORIE AMOS

3D Animator | Game Developer

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PROFILE

An experienced 3D animator with a strong foundation in character driven storytelling and a multidisciplinary background in illustration, modeling, and sound design.

SOFTWARE

Maya
Unreal Engine
Perforce
Blender
Zbrush
Premiere
After Effects
Procreate

SKILLS

Character Animation
Creature Animation
Modeling
Rigging
Texturing
Lighting
Concept Illustration

EXPERIENCE

'Arachnid Rodeo'

Mar 25-May 25

Director, Animator, & Sound Designer

- Collaborated with a team of 6 to bring a western short film starring of a spider and a fly to life using Maya and Unreal Engine.
- Created story boards, directed all shots, animated in 3d, and handled all sound design.

'Duck Go Home'

Jan 25-Mar 25

Director, 3D Animator, Modeler, Lighting Artist, & Sound Designer

- Worked with a team of two to create a film about a rubber duck getting pulled down the drain and facing the dangers of nature.
- Designed story boards, modeled and rigged characters, handled sound design and lighting, and animated in Maya and Unreal Engine.

Apprenticeship at St. Louis Artworks

Jun 22-Jul 22

- Consulted clients to understand projects requirements and collaborated with a team to deliver custom artworks.
- Created mixed-media piece for a hotel company and designed a public facing fence installation for a nonprofit.

EDUCATION

Savannah College of Art and Design, GA

Bachelor of Fine Arts - 3D Animation

Sep 23-Present

Expected Graduation: November 2026

Focus is in Character Animation with a minor in game development. Training includes character & creature animation, game development, and storytelling in Maya and Unreal Engine.

References Available Upon Request