

Karie Carita

3D Motion Illustration

Qualifications

Able to generate ideas and effectively communicate them both verbally and visually.
Strong ability to work closely with other team members within a fixed schedule.
Creatively capture the interest of viewers through still and motion designs.

Education

MFA candidate

Visual Communications Design
Rochester Institute of Technology
Rochester NY (anticipated May 2017)

BA in Studio Art

SUNY Potsdam
Potsdam NY (May 2010)
Dean's List

Clarkson University

Cross registration for two
3D courses (2009-2010)

Computer Knowledge

Windows and Mac platforms.
Microsoft Office, Adobe CC, Quixel,
Mudbox, ZBrush, Unreal Engine, Cinema 4D,
Maya, Multiple Renderers, and Corel Painter.

Activities

RIT: Global Leadership Program
SUNY Potsdam: Treasurer for Student
Entertainment Services; Swim Team.

Recognition

Featured work on [designideas.pics](#).

Experience

Graduate Assistant

RIT, Rochester NY (2015)
Able to handle multiple tasks at one time.
Provides timely assistance to faculty member.
Provides help for students on class content.

Graphic Artist

Haskell Monument Works, Victor NY (2008-2013)
Designed detailed 2D drawings for customers.
Developed website for sub-business.

Collaborative Project

RIT, Rochester NY (2016-2017)
Teamed with other students on a large-scale
project for a client.
Generated multiple 3D characters to be animated
for use in an application.

Related Course Work

Hard Surface Modeling

Rochester Institute of Technology(2016)
Designed unique and original models using
Autodesk Maya and Quixel.

Real Time Characters

Rochester Institute of Technology (2017)
Developed an original character to be used in
Unreal Engine.

Motion

Rochester Institute of Technology (2015)
Generated 2D motion graphics using After Effects.
Designed custom illustrations with Adobe CC.

Sculpting

Rochester Institute of Technology (2017)
Created multiple characters and objects using
ZBrush and Maya.

Typography

Rochester Institute of Technology(2016)
Created intriguing graphic design pieces using
strictly typography.

UI/UX

Rochester Institute of Technology (2016)
Created web content using Adobe CC.
Experience with HTML5 and CSS.

Environment Design

Rochester Institute of Technology (2016)
Built rich 3D environments with a focus on
texturing and lighting.

3D Particles & Dynamics

Rochester Institute of Technology (2016)
Created animated visual effects in Maya.
