

# Karie Carita

3D

Motion

Illustration

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## Qualifications

Creatively capture the interest of viewers through still and motion designs.  
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.

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## Education

### MFA in Visual Communication Design

Rochester Institute of Technology  
Rochester NY (Dec. 2017)

### BA in Studio Art

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

### Clarkson University

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

### Activities

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

### Recognition

Featured work on designideas.pics.  
Work featured in Gibson Gallery.

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## Skills

### 3D

Modeling, sculpting, rigging, animation,  
particles & dynamics, texturing.

### Design

Typography, print, and UI/UX

### Coding

HTML, CSS, and Java

### Motion

Animation with 2D & 3D graphics

### Software

Maya, Mudbox, ReCap, Zbrush, 3D Coat, Octane,  
Arnold, Renderman, Substance, Quixel, Unreal  
Engine, Cinema 4D, Marvelous Designer, After  
Effects, Premiere, Photoshop, Illustrator, InDesign,  
Corel Painter.

### Real Time

Character and environment design.

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## Experience

### Graduate Assistant, Graphic Design Dept.

RIT, Rochester NY (Sept. 2015 - Dec. 2017)  
Handled multiple tasks at one time.  
Lead tutorial lessons in Adobe After Effects.  
Provided in-class help for students with HTML/CSS.

### Virtual Therapist

RIT, Rochester NY (Nov. 2016 - Aug. 2017)  
Worked with Resolve of Rochester to create 3D  
content for an application to help victims of  
domestic violence.  
Generated male and female 3D animated  
characters in order to appeal to different patients.

### Graphic Artist

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

### MFA Thesis

RIT, Rochester NY (Dec. 2017)  
Created a model of a deer that could be used for a  
video game.  
Learned new rigging and animating techniques to  
obtain the desired look for the project.

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