

Sam Burley

Rhode Island School of Design - 2 College Street, Box #248 - Providence, RI 02903
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Education: **Rhode Island School of Design (RISD)**, Providence, RI
Bachelor of Fine Arts, Illustration 2005-present

Skills: **Digital:** Macintosh and PC platforms. Comfortable with 2D, 3D, and animation software. Working knowledge of *Photoshop, After Effects, Maya, Blender, ZBrush, Flash, Illustrator, Corel Painter, Final Cut Pro, InDesign* and word processors. Ability to learn programs quickly and adapt them to studio needs.

Traditional:

Drawing - Can quickly sketch and translate into detailed drawings, paintings, or digital work with a developed understanding of anatomy, lighting, texture, atmosphere and composition.

Painting - Comfortable in a variety of media including oils, watercolors, gouache, and acrylics with a good sense of color harmony.

Animation - Experience with 3D, computer and drawn frame-by-frame techniques, pixelation, cut-out animation, working directly under the camera, and rotoscoping.

Interpersonal: Have worked collaboratively in numerous projects including pre-visualization for movie design. Established good people skills working directly with guests and customers on a regular basis in all of my past jobs.

Organizational: Skilled at keeping work space and materials in order with plenty of experience performing office duties. Exceptional time management abilities and comfortable working under pressured deadlines.

Work Experience: **RISD Library**, (Picture Collection) Providence, RI
Picture Collection Assistant 2007-present
Run the front desk, assist patrons, answer phones, sort and organize files and images.

RISD Admission Office Providence, RI
Office Assistant 2006-2007
Answered questions, opened and categorized mail, added perspective student data into computer, and mailed out catalogs.

BJ's Wholesale Club Waterford, CT
Cashier, etc. 2006
Operated cash register, restocked inventory, and collected and arranged shopping carts.

Slater Memorial Museum Norwich, CT
Docent 2002-2005
Ran front desk, managed transactions, assisted in organizing and running art shows, basic museum duties, and light office work.

Related Studios: **From Script to CGI**
Participated in the visual development of an animated feature film for The Story Hat company from script through preproduction. Worked collaboratively designing environmental concept work under supervision of the art director.