

# ALLIE EHRENFELD

SURFACER, MODELER, LOOK DEVELOPMENT



## SUMMARY

I am a passionate and ambitious surfer and modeler with a focus in creating believable and immersive worlds. With a background in technology, I am a creative problem solver. My primary interests are in 3D assets for animation or in-game use, as well as, 3D prop design for creative construction.

## PROJECTS

### Grooming & Texturing Directed Study: Michelle Robinson

- Currently learning x-gen for generating traditional grooms and instanced geometry for a directed study project.

### Summer Industry Course: Dreamworks

- Managed a team of peers to create a comprehensive CG short.
- Designed, pitched, executed, and presented an original animated scene, spanning from Storyboards to Final Compositing.
- Acted as Project Manager, Story Lead, and Lighting Lead, as well as modeled and surfaced assets and created small effects.
- Partnered with industry-professional mentors from DreamWorks to run dailies, receive creative notes, and respond to feedback

### Rendering & Shading : Caleb Kicklighter & Jeff Nichols

- Learned the process of building upon layers and manipulating nodes to create believable and physically based models. Created Metal, Wood, Organic, and Leather assets using a combination of substance painter and Maya's Renderman.

### Communication Design: Courtney Starrett

- Using the prompt of motion and the starting point of a phenakistaskope, created a 2D animation solely photoshop. Final piece explores a child's imagination at play.
- Sculpted foam into a piece which encapsulates the structure of dance along with the fluidity of motion within a grid. The final sculpture incorporates the use of light by shadow in the design.

### Photography: Glen Vigus

- Created a photographic essay exploring the theme of macrophotography. Learned the different camera settings, studio and outdoor setups, and explored a variety of themes in photography including motion, macro, portrait, and light.

## EXPERIENCE

- **DSA Graduate Hall Director, Texas A&M University**
  - Manage two buildings of approximately 400 residents, along with a team of RAs; acts as day to day advisor for community council, and serves on University, Departmental and Area committees.
- **Fraud Analyst, Rêv WorldWide**
  - Analyze potentially fraudulent customer behavior using a variety of techniques including pivot tables, manual reviews and pattern development; prevented over \$40K AUD in confirmed money laundering

## CONTACT

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 <https://ehrenallie.wixsite.com/inkfx>

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## SKILLS & TOOLS

Maya  
Renderman  
Substance Painter  
Photoshop  
3Ds Max  
Houdini  
Adobe Premiere  
After Effects  
ZBrush  
Renderman  
JIRA  
Miro  
Microsoft Office Suite  
Trello

## EXHIBITIONS

### Fate & Opportunity

"FRESH VISION Annual College of Architecture Student Exhibition" at Wright Gallery

## EDUCATION

### Texas A&M University

MS Visualization

### University of Texas at Austin

BS Geosystems Engineering & Hydrogeology

Minor in International Business