

Sierra Zirbes

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EXPERIENCE

3D Solutions Architect| TrackMan | July 2021- Present

- Model, texture, and render with V-Ray in Autodesk Maya for interior and exterior spaces for Simulator packages to simulate real world space according to sales and client's needs
- Model, texture, and package exterior real world building models for digital assets in Unity 3D

Machine Operator| ZF Group| January 2021- June 2021

- Work in a fast-paced environment loading and unloading manufactured parts for passive safety systems, working with a team and individually
- Attending to faults shown on machine screens or physically entering the machine for fixes to keep production continuously operating

Picker| Amazon| June 2020 – December 2020

- Efficiently and quickly picked customer orders from a variety of library mods with a goal of UPH (units per hour) of 80-90, accurately pick items with a 99% goal for quality control, work 10-20 hours of overtime depending on needs of company
- Consistently above 90% performance rating in warehouse

SKILLS AND SOFT SKILLS

Skills

- Autodesk Maya| Adobe Photoshop | Procreate| Unity | Substance Painter

Soft Skills

- Communicative with a willingness to learn
- Adaptable to fast-paced environments with quick problem-solving skills, even when faced with difficult conversations
- Decision making and ability to follow through projects with deadlines

EDUCATION

Animation Mentor

Character Animation Program (3D)

- 3D Character animation program focusing on body mechanics, principles of animation, acting and dialogue sequences, and other biped animation studies

June 2019-Present

Art Institute of Phoenix

BA Media Arts and Animation

- General Media Arts classes including but not limited to life drawing, composition and design, perspective, film and production, 3D modeling, character design, visual development, and 2D/ 3D animation

June 2015-
December 2018