



BAILEE BLAYLOCK

EDUCATION

University of Central Florida

August 2017 – May 2021

Bachelor of Fine Arts: Emerging Media: Character Animation

WORK EXPERIENCE

AVT Simulation: Database Intern

June 2020 – August 2020

- Assisted in modeling 3D assets in both Autodesk Maya 2020 and Blender 2.83.
- Adapted to and learned new software to assist in 3D modeling efforts.
- Taught Adobe Photoshop to employees to further production.

AVT Simulation: Corporate Intern

May 2021 – Present

- Participated in meetings to develop courseware development documents.
- Assisted in proofreading technical/ procedural documents.
- Ran front desk, took deliveries, answered phone, greeted guests and customers whilst following security protocol.

UCF Short Student Film: Symfaunic

August 2019 – May 2021

- Story Team Member: Assisted with development of storyline for the short film by attending small group meetings and creating preliminary storyboards.
- Asset Manager: Kept film assets up to date and organized on an ever-changing server whilst consistently and efficiently keeping the team up to date on these changes.
- Animation Team Member: Assisted with the blocking of animation on several sequences in the film.
- Marketing Team Member: Attended meetings and assisted with marketing ideas and social media posts.
- 3D Modeling Team Member: Created environment and prop low and high poly models for use in the film with rigging in mind.
- 3D Character Rigger: Rigged a bipedal character using the Animator Friendly Rigging method and Josh Sobel's facial rigging method.
- Rigging Team Member: Rigged environment objects for posing in a MASH network and assisted the Technical Director in team rig checks.
- Lighting Team Member: Responsible for lighting the environment and characters in several scenes.

ACTIVITIES AND HONORS

- Gamma Phi Beta Sorority (August 2017 - May 2021)
- Dean's List Honoree (Fall 2017 - Spring 2020)
- Presidents List Honoree (Fall 2021 - Spring 2021)
- Cum laude graduate

CONTACT

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SKILLS

Technical:

- Concept art, Orthographics, 3D modeling, UV layouts, texture mapping, character/environment rigging, lighting, rendering, novice coding (HTML, JavaScript, MEL, Python)

Software:

- Autodesk Maya, Blender, ZBrush, Substance Painter, Marvelous Designer, Unity, RenderMan, Google Suite, Microsoft office, Adobe Photoshop, Illustrator and Premiere Pro.