



# EMILY BANACH

## Contact

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 emilybanach.com

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## Software Knowledge

Blender  
Maya  
Zbrush  
Cinema 4D  
Substance Painter  
Unreal Engine  
Marmoset  
Keyshot  
Illustrator  
Photoshop  
After Effects  
Premiere Pro  
Topogun  
Toon Boom  
Nuke

## Work Experience

2021 -  
2023

### Graphic Artist

*NJLP, Lebanon NJ - Remote*

- Custom designed pamphlets, leaflets, posters and other web infographics for easy distillation of information
- Attended organization meetings and processed and received critiques for collaborative work of media team
- Created multimedia videos demonstrating research data timed to prerecorded podcasts

2020 -  
2023

### Bed Board Controller

*Hackensack Meridian Health, OUMC, Brick NJ*

- Designed custom paperwork, admission sheets, and Excel tools to track patient care status.
- Worked in an emergency pandemic environment along skilled nursing staff
- Engaged in direct communication with patients, families, and facilitated various types of admissions (direct, hospice, inpatient ER, and rapid response placements)

2021 -  
2022

### 3D Character Artist

*Wavybrain Studios LLC, Fort Worth TX*

- Designed 2D character artwork with milestone critiques.
- Modeled 3D characters from concept art with a focus on game-ready topology.
- Uv mapped and textured 3D sculpted characters and assets
- Developed blendshapes for facial animations and seamless alpha maps for custom shaders in Maya and Blender.

2014 -  
2020

### Production Supervisor

*Staples, Howell NJ*

- Developed custom products to suit customer needs and preferences
- Received and filed online requests for large printing orders
- Worked with AS400 inventory system for ordering supplies
- Supervised production team and provided quick turnaround times without loss of quality

## Projects

2022

### 3D Artist (VR)

*"Ballpit"*

- Designed 2D concept floorplans of main menu and lobby VR environments
- 2D conceptualized VR avatars with customizable clothing and skins
- Modeled and textured avatars from concept art within VR limitations

2018 -  
2019

### Director, Animator, 3D Character Artist

*"Dust" Student Film Project - SCAD, Savannah GA*

- Managed task prioritization to meet deadlines and maintain quality
- Created 2D and 3D concept art for final characters.
- Modeled 3D human characters based on concept art.
- Rigged, skinned, and animated characters in Maya, adhering to the 12 principles.

2018

### Lead Character Animator/Artist

*"Chosen Roads" Directed by Eduardo Rojas  
Student Film Project, SCAD - Savannah GA*

- Created story board mock-ups and 2D character concept art
- Oversaw Animation Process
- Awarded **CAS Best 24-Hour Animation**

## Education

2019

### Bachelor of Fine Arts

*Savannah College of Art and Design, Savannah GA*