

Beatrice Wells

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Experience

VFX Artist, LIVE Lab (November 2020-Present)

- Created various 3D models and VFX for 2021 Disaster Day

Graphic Designer, Texas A&M Department of Electrical Engineering (February 2019–December 2020)

- Created various graphics such as posters, pamphlets, logos, and t-shirts as well as managed websites and social media for the annual Conference for Protective Relay Engineers and the CIGRE-USNC Grid of the Future Conference
- Assisted Dr. Russell, a professor with a passion for wild fire prevention, with any graphics needed for his research and presentations

Art Instructor, TRACE San Diego High (May 2020–August 2020)

- Taught art and graphic design lessons to students ages 18-22 with mild to moderate disabilities via zoom and google classroom.

Marketing Officer, TAGD-Texas A&M Game Developers (January 2020–present)

- Created t-shirts and posters for social events and guest speakers
- Maintained website
- Mentored in 2D art, 3D art, texturing, and sound design

Education

Graduation Date: May 2021

Texas A&M University

Bachelor of Science in Visualization with a focus on Animation

Programs

- Maya
- Houdini
- Substance Painter
- Unreal Engine
- Unity
- The Adobe Suite
- Microsoft Office
- Google Apps

Skills

3D:

- modeling, texturing, lighting, and VFX

2D:

- Drawing, painting, photography, graphic design, UI, and concept work.

Projects

Concept Artist and 3D Modeler (Spring 2019)

Tethered- 3D Video Game, created with a team of 4 people for the TAGD semester game jam.

VFX Artist (Fall 2019)

ZAP - 3D Animation, created with a team of 6 people. Focus on musically generated animation.

Concept Artist and UI Designer (Fall 2019)

Fantasy Football - 3D Video Game, created with a team of 4 people in 48 hours for the student run game jam, Chillennium.

Concept Artist, UI Designer, and Texture Artist (Fall 2019)

FrostFire Fighters - 3D Video Game, created with a team of 3 people for the TAGD semester game jam.

Modeler, Lighting Artist, Sound Designer, and Concept Artist (Spring 2020)

EtudeDeLaTombe -3D Animation created with a team of 8 people.

Art Lead, 3D Modeler, 2D Artist, 2D Animator, and Texture Artist (Spring 2020)

Xeno- 2D and 3D Video Game, created with a team of 4 people for the TAGD semester game jam. Focuses on the combination of 2D characters in a 3D environment

Art Lead, 3D Modeler, Texture Artist and Sound Designer (Spring 2020)

Koala Crew- 3D Video Game, created with a team of 4 people. The game is a resource management game centered around the Australian Wildfires of early 2020.

Texture Lead and 3D modeler (Fall 2020)

The Incredibles II Kitchen Mastercopy, recreated the kitchen with 4 people in 4 weeks.

Lead Organic Modeler and texture artist (Fall 2020)

Final Fantasy Environment Master copy, recreated a scene from final fantasy with 5 people, in 4 weeks. Focus on tree modeling

Art Lead, Environment artist, Prop Designer, and Texture artist (Fall 2020)

Whodunnit- 3D Video Game, created with a team of 4 people. The game is a murder mystery game. For the TAGD semester game jam.