



Lois C L Harris
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DePaul University
Cinema Production
focus in Animation and VFX

Work Experience

3D Generalist

Superior Recreational Products Charrollton, GA April 2014 - Present

Render products using 3DS Max, V-ray, After Effects, and Photoshop
Model playground components for use in previsualization
Coding and designing web applications using Unity 3D and C#
Composite playgrounds into photos taken by clients

Freelance 3D Art Generalist

loisisanimated.com April 2013 - Present

Animator at Spray N' Pray Game Studios
Modeling, animating, texturing/lighting, and rendering 3D elements.

Contracted Teaching Artist

Advanced Art Education Program Chicago, IL August 2012 - June 2013

Teach High School Students Modeling, Animation, Games, and career readiness skills in the creative profession.
Taught programs that included but are not limited to Maya, After Effect, MudBox, and Photo-shop.
Designed lesson plans that incorporated Honor level education to those with learning Disabilities.

Technology Assistant

DePaul University - School of Music Chicago, IL August 2011 - December 2012

Assist School of Music Students, Staff, and Faculty with technical problems with hardware and software.
Record, edit, and deliver video content to Faculty and staff for future employment or educational purposes.

Freelance Multimedia Designer and Developer

Contractor October 2004 - December 2013

Project: NTA National Conference Graphic Designer and Consultant (March 2013-September 2013)
Scope: Designed a logo for the conference. Consulted with the Organizers on Design and website maintenance.
Project: Vision Realty Centers Design Consultant (September 2013)
Scope: Advised, taught, and consulted with the Manager and key employees on how to use programs like FCP, After Effects, Photoshop, and Illustrator.
Project: NTA Cincinnati Website (March 2012)
Scope: Designed and Coded a website for the Cincinnati Chapter of NTA.
Project: "Blood on the Plain" Landing Page (July 2011-August 2011)
Scope: Designed and developed the landing page for the short film.

Software

Maya
3DS Max
Unity3D
PFTrack
After Effects
Mocha
Final Cut
Photoshop
Illustrator
Flash

Computer Skills

C#
HTML and CSS
jQuery
MELScript
Python

Other Professional Skills

Basic Media law and contracts
Website Development
Graphic Design

Productions

Character Artist/ 2D Animator
Wayward, May 2012-June 2012

Character Artist/ 2D Animator
Wonderful World, April 2012 - June 2012

Modeler
Sex City, June 2012-October 2012

VFX Assistant

The Witching Hour, July 2011-December 2011

Director of Photography/VFX Supervisor
Past Forward, August 2011

VFX

15 Minutes, March 2011

Project Manager/Animation Intern

ShoeTales (little-art.org/movie-shoetales.php), August 2008