MCKENZIE BURCH

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Skills

Proficient With:
Autodesk Maya
Renderman
AfterEffects
Python
Linux
C++
GitHub
Slack

Experience With:
Illustrator
InDesign
Photoshop
Unity
Java
Substance Painter
MEL
Premiere
Xcode

Familiar With:
ZBrush
C#
Unreal Engine 4
Dr. Racket
LaTeX
Scheme

Work Experience

Facilities Assistant | *University Facilities - Texas A&M University*
February 2019 - March 2020 | Assisted with interdepartment and client communication. Duties also included submitting work orders which provided efficient work-flow management.

Animation Intern | *Amerra*
May 2019 - August 2019 | Created and managed a medical knee animation project from inception to delivery under the direction of industry professionals.

Game Developer | *Texas A&M University*
January 2019 - August 2019 | Collaboratively worked with game developers and designed art content.

Barista | *Starbucks - Bryan, TX*
June 2017 - August 2018 | Tasked with cash handling, drink production, and customer satisfaction. Gained experience in work-flow and time management with a high turnover rate for products, conflict management, and team collaboration.

Projects

"Innovation" | *Group Animation*
Fall 2019 | 30 second animated short made in 15 weeks in collaboration with a team of seven. Responsible for project management, rigging, set dressing, environment animation, and pipeline management

"Knee Animation" | *Internship with Amerra*
May 2019 - August 2019 | Medical project to show how a healthy knee bends and what happens when the ACL is torn. Responsible for rigging and animation

"Fly Me To The Moon" | *Group Animation*
Spring 2019 | 30 second animated short made in 15 weeks in collaboration with a team of seven. Responsible for rigging, pipeline management, set dressing and camera setup

"It's SNOT Easy Being Green" | *Group Animation*
Spring 2018 | 30 second animated short made in 15 weeks in collaboration with a team of six. Responsible for rigging and animation

About Me

Passionate about working with and learning from others. I thrive by problem solving, hard work, and creating meaningful and impactful relationships and experiences.

Education

Master of Science, Computer Science
Expected Graduation December 2022 | Georgia Institue of Technology

Bachelor of Science, Visualization
Magna Cum Laude
May 2020 | Texas A&M University

Minor in Computer Science
May 2020 | Texas A&M University

Santa Chiara
Fall 2018 | Study Abroad
Castiglion Fiorentino, Italy

Exhibitions and Awards

Viz-a-Gogo *(End of the year Student Exhibit)*
2020 | Digital Paintings *Inner Strength: Loyalty* and *The Ship's Price* and Time Based Media "Hovering Wing Motion Analysis"
2019 | Study Abroad sketchbook and "Innovation" group animation shown
2018 | "Fly Me To The Moon" group animation shown

Santa Chiara Exhibit
2018 | All work created during the study abroad

Fall Visualization Show
2019 | Paintings and Animations created during the semester
2018 | Work created during the study abroad
2016 | Final project flat-work

Dean's List - TAMU College of Architecture
2017 | Awarded for academic achievement

Girl Scout Gold Award
2015 | Highest service and leadership award in Girl Scouts

Involvement

University Center Student Advisory Board*
2019 - 2020 | Member
*chosen by the Department Director

National Society of Collegiate Scholars
2017 - Present | Member

The Big Event
2017 | Volunteer

TAMU ACM SIGGRAPH
2016 - 2017 | Member

Chilleneum Game Jam
2016 | Volunteer