

JOHANNES ODOM

3D GENERALIST

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A: United States

SOFTWARE

- Maya
- ZBrush
- Blender
- Photoshop
- Substance Painter
- Premiere Pro
- After Effects
- Unreal Engine 5

SKILLS

- Animation
- Modeling
- Texturing
- Rigging
- Lighting
- Video Editing
- Drawing

EDUCATION

Middle Tennessee
State University
Murfreesboro, TN

B.S. in Animation

Minor in Interactive/Illustration

Graduation expected

December 2024

SUMMARY

Aspiring 3D artist seeking a full-time position to contribute creative and technical skills to projects and collaborate to be a vital part of the team.

WORK EXPERIENCE

Freelance

2023-Present

Master's Edition Fine Art - Gatlinburg, TN

- Video editing, Film making
- Clearly communicate with client to create a video that would be used to promote their art works in their galleries.
- Executed creative solutions for enhancing visual storytelling.

Trainer/Crew Member

2021-2023

Cookout - Hixson, TN

- Thrived in a fast-paced environment, working quickly and accurately.
- Communicate with team members under pressure.
- Assumed leadership roles by training new employees.

Crew Member

2018-2019

Mr.T's Pizza - Chattanooga, TN

- Served customers and prepared pizza dough
- Developed strong teamwork skills in a collaborative environment.

RELEVANT PROJECTS

Capstone Film

Expected release Dec. 2024

A 3D animated music video.

Unreal Self Study Film

Modeling, Texturing, Storyboarding

Collaborated with a team of seven MTSU students to create a short film using Unreal.