

Faith Trinker

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RELEVANT SKILLS

- 3D Animation for Film-TV-Interactive Media
- Environment Modeling and Prop Design
- Optimization Specialist (UE 5)
- Storyboard Development
- Game Production Management
- Cross-Team Collaboration

FILM CREDIT

[Europa](#) (2024)

Virtual Lighting Specialist UE5

Sony Pictures Entertainment,
Pixomondo, USC, and Qube.

SOFTWARE

- Maya
- Substance Painter
- Unreal Engine 4/5
- Jira
- Adobe Photoshop, After Effects, Premier Pro
- Microsoft Office Suite

WORK EXPERIENCE

Ongoing ● MAAVS | New York, NY

Production Assistant, A2, Stagehand | Freelance

- Manages talent communication and cues during live shows
- Camera switching for live music showcases
- Proactive assistant to the producer, director, and audio engineer
- Clients include: Pepsi, Morgan Stanley, Citi, Salesforce

Aug 2023 – Oct 2023 ● NAB NY 2023 - XRVFX | New York, NY

Lead Unreal Engine Environment Artist | Freelance

- Produced an original, optimized, LED-ready environment in under 2 months for a startup
- Spearheaded the project timeline, management, and execution of content on-site at the booth
- Led discussions at NAB about the process and company capabilities to potential clients

June 2021 – Jan 2023 ● NBC Sports | Stamford, CT

Graphic Animator

- Emmy-winning broadcast graphics team for 2022 Beijing Olympics and 2020 Tokyo Olympics
- Created original graphics aired for NCAA Basketball
- Worked with directors to deliver quality and consistency of brand for Sunday Night Football

Mar 2022 – July 2022 ● Floor 84 Studio | Van Nuys, CA

Project Coordinator

- Production support and project management via Jira for over 15 IPs
- Ensured effective communication cadence between agency and clients
- Optimized the production schedule to exceed delivery deadlines for all creative assets

Spring 2021 ● Game Production Intern

- Concepts and storyboards hand-picked and developed for interactive experience by Amazon
- Lead role in 3D asset design and production workflow

Winter 2019 ● Zero VFX | Boston, MA

3D Modeling Internship

- Pitched and modeled an original 3D environment from concept to completion in five days
- Prepped 3D assets in Maya for a Netflix feature film

EDUCATION

Apr 2023 - July 2023 ● CG Pro

Unreal Engine Certification

- World Building in UE5.1 w/ Dallas Drapeau (Mandalorian) & Edd Dawson-Taylor (Disney, ILM)

Sept 2017 – Dec 2021 ● Syracuse University | BFA Computer Art & Animation

Magna Cum Laude

- Award Winner: SU Student Film Festival Audience Choice Short Film "Laika"

Fall 2020 ● School of Visual Arts | New York, NY

- 3D Modeling for Feature Animation w/ Brien Hindman

MENTORSHIPS

Present ● Nick Filippi

- Supervising Producer at Nickelodeon Animation

● Dallas Drapeau

- Environment Lead at Narwhal Studios (Mandalorian)