

# Hello

## I'm Rachel Peterson

rachelkpeterson.com  
rachelkristinep@gmail.com

## Skills

- Maya - Animation, 3D modelling, Rigging
- Blender - Animation, 3D modelling
- Linux experience
- Basic knowledge of programming / scripting
- Game engines - Unreal, Unity, Godot

## Experience

NOV 2017 - PRESENT

### **Friendshrimp The Game** - *Animator & Rigger*

Friendshrimp is a 30+ person video game project, where I am responsible for rigging and animating underwater creatures.

AUG 2017 - DEC 2017

### **SyFy** - *Pre-production & 3D Modeller*

Working in a small team, we created a 20 second channel "bumper" working with a producer from SyFy. I was in charge of managing and setting deadlines. On the creative side, I worked on pre-production and 3D modelling.

## Education

SEP 2015 - EXPECTED COMPLETION MAY 2019

### **Minneapolis College of Art & Design, Minneapolis, MN** - *BFA in 3D Animation*

Awarded the MCAD Visual Scholarship, for high academics and an exceptional portfolio. I have taken classes about 3D modelling, rigging, programming, and game design / creation.