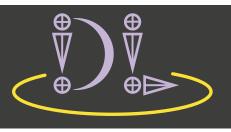
# **Dagny Lytle** Rigging Artist



## Education

#### Savannah College of Art and Design (SCAD)

Campus Location: Savannah, Georgia Bachelor of Fine Arts in Animation Graduated Summa Cum Laude in May 2021 Lacoste, France - Spring 2019

## **Work Experience**

#### Apple

#### **Creative Pro**

Spring 2022 - Present

Facilitate workshops daily about Apple products Use storytelling to inspire and foster creativity Provide mentorship to team members Support sales and answer customer questions Creative problem solving

#### iD Tech Camps

#### **Online Private Instructor**

Spring 2020 - Spring 2022 Taught students ages 8 through 18 Created individual lessons

Courses pertained to Autodesk Maya and Cura

#### Alexa Café Instructor

Summer 2019 Taught girls ages 10 through 15 Organized lesson plans for students Courses pertained to modelling and 3D printing

#### Beyond Signs & Graphics, Inc. - Monroe, NY

Summer 2018, Associate Assisted with printing and installation of vinyl

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#### Languages

**English**: Fluent, Native Speaker **French**: Intermediate - Advanced

## Software

Autodesk Maya Autodesk Shotgrid Substance Painter Pixologic Zbrush Adobe After Effects Adobe Photoshop Adobe Illustrator Procreate

## **Technical Skills**

Character Rigging Creature Rigging Topology and Skinning Facial Rigging Blendshape Sculpting Python Scripting Prop Rigging

## **Collaborative Experience**

#### Shift: Spring 2020 - Spring 2021

SCAD Senior Capstone Film

**Rigger**: worked with animators to create custom rigs within tight deadlines while further developing communication skills

**Compositor**: combined rendered layers in Adobe After Effects, then applied color corrections and effects to enhance shots **Goat Tier: Spring 2021** 

## **Rigger:** retopologized and painted

skinweights for two biped models, rigged one of the models with an autorig

#### Pirates of the 7 Seasonings: Spring 2020

**Producer**: managed deadlines, file organization, and created schedules

**Technical Director**: worked with the team to solve pipeline issues and to create rigs for two bipedal characters and various props