

BETHANY GEARY

DIGITAL ARTIST & MULTIMEDIA PRODUCER | IMMERSIVE 3D & VFX STORYTELLING

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Blending creativity with technical expertise, I develop 3D and 2D digital content for web, mobile, 180-degree screens, and 360-degree screens. Skilled in diverse software programs, such as Adobe Creative Cloud, After Effects, Unity, and Autodesk Maya, I excel in creating high-quality assets used in virtual reality, websites, social media content, and more.

SKILLS

Adobe After Effects, Premiere	Autodesk Maya	360-Content Development
Adobe Illustrator, Photoshop	2D Animation	3D Animation

ACHIEVEMENTS

- **Lead artist for a full-length Planetarium show.** Collaborated with external partners on script, creative direction, and film shoots. Delegated individual tasks for the production team for a successful launch of show.
- **Collaborated with Jaylen Brown's 741 Creative Team.** Prepared their digital content for a 360-degree experience and showcased the content for 741's shoe launch premiere.

EXPERIENCE

Multimedia VFX Producer, Museum of Science May 2024 - Present

- Full digital dome show production: One feature full-length Planetarium show every 1.5-2 years, plus participation in production/implementation of 6-8 additional programs annually
- Interaction with 500-1,000+ Museum visitors per week.
- Maintains the department's internal events calendar and organizes tasks for production development.

Adjunct Professor of Computer Animation, Endicott College Jan 2023 - Jun 2023

- Led a course introducing students to the basic concepts of two- and three-dimensional animation while developing a vocabulary and an array of technical skills.
- Provided an overview of animation history, terminology, and output while instructing students in developing storyboards and producing short animations using Maya, Unity, and Adobe Animate.

3D Artist, Virti Sep 2021 - Aug 2022

- Animated naturalistic behavior for human avatars, including texturing and animating clothing, skin, and hair using Substance Painter and creating light environment scenes for VR and web simulations.
- Participated in the DEI board in order to promote a set of diverse avatars that reflected everyday users.

Animator, Northeastern University May 2019 - Sep 2021

- Animated naturalistic behavior and created 3D assets for PhD students studying computer and human interactions in healthcare.
- I created a range of art assets while overseeing quality control and supporting deployment to 3D rendering engines.

EDUCATION

Master of Science In Corporate and Organizational Communication 2019 - 2021

Northeastern University

Bachelor of Fine Arts in Animation, Interactive Technology, Video Graphics and Special Effects 2015-2019

University of Massachusetts Dartmouth