

Bethany Geary



Danvers, Massachusetts | References Available Upon Request

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PROFESSIONAL SUMMARY

Artist with experience working in the higher education and virtual reality industries. Pushing believability and always hungry to learn more.

EDUCATIONAL BACKGROUND

Northeastern University

Boston, MA

Master's Degree in Corporate & Organizational Communication Concentration in Social Media

2019-2021

GPA 4.0

University of Massachusetts Dartmouth

Dartmouth, MA

Bachelor's Degree Art & Design

2018-2019

GPA 4.0, Chancellor's List

Mount Ida College

Newton, MA

Pursued a Bachelor of Science in Animation

2015-2018

GPA: 3.95, Dean's List

SKILLS & PROFICIENCIES

- Adobe Premiere
- Adobe Illustrator
- Adobe InDesign
- ZBrush
- Sourcetree
- Microsoft Office
- Oculus
- Public speaking
- Maya
- 3D Animation
- 3D Modeling
- Unity
- Adobe Photoshop
- Adobe After Effects

ACHIEVEMENTS

Environment, character, and animation work completed on Virti's Virtual Human product is featured at the **Boston Museum of Science** in their *Exploring AI: Making the Invisible Visible* exhibit. As the only artist at the company, I was fully responsible for the creation and use of the assets.

WORK EXPERIENCE

3D Artist

Virti

September 2021 to August 2022

- Animated naturalistic behavior for human figures.
- Textured clothing, skin, and hair for realistic humans using Substance Painter.
- Lit environment scenes for VR and web simulations.
- Photographed environments and characters for high-quality photos.

3D Animator

Northeastern University

May 2019 to September 2021

- Animated naturalistic behavior and create 3D assets, including human figures, textures, and rigs.
- Performed visual quality assurance and supported deployment to 3D rendering engines for grant-funded research projects.
- Created art assets including photography and illustrations.
- Created demo videos of completed systems.

Animation Intern

CardSnacks

November 2017 to April 2018

- Created and helped manage the 2D mobile greeting cards featured on the CardSnacks service.
- Received feedback on concepts and altered designs accordingly.

FUTURE WORK

Adjunct Faculty, Computer Animation (Nights)

Endicott College

January 2023 to May 2023

- Introduce students to the basic concepts of 2D and 3D animation while developing a vocab.
- Provide an overview of animation history & terminology
- Develop storyboards and produce short animations using a variety of software programs.