

Lane M. Geeskie

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Summary

Resourceful and talented 3D Designer with an eye for detail in 3D modeling, lighting, texturing, and computer animation supporting architectural and technical environments and tasks. Strong passion for creativity with an interest in working with technical teams, leveraging my knowledge in human factors and 3D computer animation to create technical designs and concepts.

Skills Summary

- Maya and Unity Expertise
- MOCAP
- 3D and 2D Animation
- Accurate and Detailed
- Customer Service
- Adobe Illustrator and Photoshop
- ToonBoom & Storyboard
- Microsoft Office suite
- Strong Communication Skills
- Local and State Safety Guidelines
- Adobe Premier Pro/ After Effects
- 3D Modeling & 2D Effects
- Graphic design tools
- Outstanding creativity
- Virtual Training System Graphics

Experience

EVENTS TEAM MEMBER, USSSA SPACE COAST COMPLEX, Melbourne, FL **Sep 2024-Present**

- Serves as a liaison for guests, coordinating event requirements between venue and customers
- Ensures proper set up and breakdown of equipment and stadium support systems as required
- Conducts safety inspections, enforcing guidelines to meet local, state, health and safety laws

GRAPHICS DESIGNER, HIGHLAND MINT, Melbourne, FL **Jul 2022 – Feb 2024**

- Using various design tools, designed a wide variety of certified high value sports memorabilia
- Illustrated concepts of design for major sporting events to enhance marketing and sales
- Collaborated with design and marketing teams for final layouts and production

FREELANCE GRAPHICS DESIGNER, Melbourne, FL **Jul 2021 - Present**

- Created customizable illustrational graphics for local business's emerging novelty product line
- Worked with marketing team; CEO approved—new graphics adopted as corporate branding

3D MODELER/ANIMATOR (INTERN), ZEL TECHNOLOGIES, **Summer & Winter Break 2020**

- Using Maya, animated characters movements for a Department of Defense virtual training system
- Developed animated character movements depicting realistic interaction with various vehicles
- Worked with multi-functional group on MOCAP training system as a 3D computer animator
- Integrated assets pipelines and 3D models into training scenarios and Unity 3D formats
- Worked with a team to create low-poly models for scenario integration

STUDENT COLLABORATION, SAVANNAH COLLEGE of ART and DESIGN **Jul 2016 – Jul 2021**

- Principal animator for a 1920's & 30's inspired film, Nominated for Student Academy Awards 2021
- Created and modeled 2D animations & 3D assets to enhance animated detailed special effects
- Produced designs, storyboards and layouts for the direction of the overall animation project
- Created digital illustrations and rough designs supporting the short film development

Education

Current Graduate Student; MS Human Factors
BA of Fine Arts - 3D Computer Animation
Associates of Arts

Embry Riddle Aeronautical University
Savannah College of Art and Design
Eastern Florida State College