

Contact:
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Software Proficiency:

- Documentation: Google Docs, Microsoft Word
- Scheduling: Google Calendar, Outlook
- File Sharing: Google Drive, Dropbox
- Communication: Slack, Zoom
- Production Tracking: Shotgun
- 3D Modeling: Autodesk Maya, ZBrush
- 3D Texturing: Substance Painter
- Cloth Simulation: Marvelous Designer
- Real Time Rendering: Unreal Engine 5
- Adobe: After Effects, Premiere Pro, Illustrator, Photoshop, Acrobat

Skills:

- Project Planning and Scheduling
- Team Coordination and Collaboration
- Deadline Management
- Problem Solving
- Strong Written and Verbal Communication

Languages:

- English - Native
- Japanese- Elementary
- German- Elementary

Artistic Skills:

- Good Understanding of Anatomy and Proportions
- Color Theory
- Concept Art and Storyboarding

Sydney Weil

Sydney is a recent graduate from the School of Visual Arts with a strong background in 3D computer modeling and texturing, adept at managing complex workflows in fast-paced environments. Experienced in coordination, organization, tracking shot progress, and ensuring deadlines are met. Skilled in communication with artists and clients, as well as proficient in industry-standard tools, software, and workflows.

Professional Experience

Receptionist at Equinox (Part Time) Jul. 2023- Present

- Working with other staff members in order to provide exceptional customer service by helping members with their inquiries or concerns, and ensuring a positive gym experience with effective communication.
- Handling multiple tasks and priorities at once.

Swipesho (Internship) Jul. 2016

- Coordinated marketing outreach campaigns via text, email, and social media, ensuring consistent communication and brand representation.

Projects

"The Vein" Short Film Oct. 2023- 2024

- Assisted in production of prop models and UV mapping by tight deadlines.
- Coordinating with director to make sure assets were up to standard and ready for use.

"The Reaper's Daughter" SVA Thesis Film Sept. 2022- April 2023

- Developed the script and co directed the entire production, making key creative decisions to bring the story to life, including visual style, pacing, and camera angles.
- Led the visual development of the film by creating concept art, storyboards, and mood boards to guide the project's aesthetic.
- Created and modeled all the characters, as well as the interior set.
- Collaborated with co director and animator to ensure consistency in the film's style and tone.

"Poison Paradise" Animated Music Video Dec. 2021- Jul. 2022

- Lead the creative vision and direction for 3D music video, overseeing the entire production from concept to final render.
- Using outsourced and original assets to meet the project's quality standards.
- Identified and resolved technical challenges related to animation.

Music Production 2016- Present

- Independently produced and released two singles on all major music platforms, managing songwriting and marketing.
- Coordinated with sound engineers to further along the production of each song.

Education

School of Visual Arts 2019- 2023

BFA - Major in Computer Art, Animation, and Visual Effects

- GPA: 3.8
- Relevant Coursework: Production Design; Sound Design; Video Editing; Storyboarding

Manhattan Hunter Science High School (MHSHS) 2015- 2019

- Student Treasurer during Junior Year