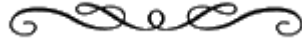


# Tonya Payne

tonya@rigging3d.com

<http://www.rigging3d.com>



## Objective

To obtain part-time freelance work in the field of Animation, Character Rigging and/or Technical Direction

## Experience

*August 2006 to Present*

BreakAway Games, Staff Artist

Primarily Responsible for Animating realistic Characters and exporting them to Gamebryo. In addition to this I also model props and created a custom facial rig for our characters

*Fall 2004 to Spring 2006*

Savannah College of Art and Design, Resident Assistant

Responsible for community development and programming to meet the needs of my residents.

## Education

*Fall 2003 to Spring 2006*

Savannah College of Art and Design

BFA - Animation, Magna Cum Laude, June 2006

*Fall 2002 to Spring 2003*

University of North Carolina at Asheville

Transfer Student, GPA 3.88

*Fall 1999 to Spring 2002*

Asheville Buncombe Technical Community College

AA - Art, GPA 3.92

## Awards and Honors

*Fall 2004*

Stop Motion Animation

Stir Crazy accepted to Savannah College of Art and Design's Fall Show

## Skills

Computers and Software

Maya, 3ds Max, Gamebryo, Adobe Photoshop, Illustrator, Premiere, After Effects

Languages

MEL scripting