

Maura Wright
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SKILLS

Animation: 2D, rigging, vector- and raster-based, lip sync, timing, keyframe, tweening, hand-drawn digital and cel-based.

Still: Sketching, designing, digital painting, texture art, sprite/pixel work, story boarding, UV mapping, rapid drafting and prototyping, vector-and raster-based art. Passionate for character and plot development, worlds and settings, concept art, character fashions.

Software: Proficient with Microsoft Office, Adobe Photoshop, Illustrator, Flash, Dreamweaver. Experienced with Adobe After Effects, Maya, C++, Actionscript 2/3, HTML, JIRA, Cisco phones, RightNow.

Operating Systems: Proficient with Windows 95-Win7; Experienced with Mac OSX.

Traditional art: Proficient with graphite, charcoal, ink. Experienced with pastel, colored pencil, wire/armatures, clay.

PROFESSIONAL EXPERIENCE

Freelance

Aug 2008 – Present

Artist, animator, writer

- Highlights include updating the graphics for the published Win7 app *Swipy Man Plus* and designing the isometric pixel art for the Facebook game *WasteWorld*.
- Working with various freelancing groups and companies, such as Elance.com, Swipy Games, Odesk.com, Happy Badgers Studio, and Guru.com.
- Assisting with many projects such as mobile apps, graphical updates, logo design, trailers, and design document writing/editing.
- Using the Adobe CS4 tools to create vector, raster, still, and animated artwork.

Trion Worlds, Inc.

Aug 2012 – Present

Tier 1 Customer Service Representative

- Account Support for Trion Worlds, Inc.'s various IPs such as RIFT and End of Nations.
- Fielding upwards of 50+ calls each day during peak times with the majority of calls solved on first contact.
- Received positive reviews from seniors, supervisors, and customers.
- Trained for both Account Support (billing, passwords, purchases) and In-Game Support (items, guild issues, rules violations).
- Using industry-standard tools such as JIRA and proprietary software created by Trion.
- Listed in credits for RIFT expansion: Storm Legion.

Television Program: *Drawing With Mark*, Boston MA

July 2010 – Aug 2011

Artist, animator, lip-sync, inker

- Worked closely with the producer to draw, digitally ink, and animate the "Angels From the Attic" characters on-model for the children's TV program *Drawing With Mark*.
- Streamlined the inking process and optimized animations for rapid turnaround in hi-def resolution for TV and web broadcast.
- Used Flash, Illustrator, and Photoshop for creating stills and animations.

Lantana Games LLC, Boston MA

Aug 2009 – Nov 2011

Co-Founder, Lead Artist, Animator

- Co-founded the company and pitched ideas to potential investors.
- Designed all characters and did all the preliminary animations by hand in Photoshop.
- Created early assets for *Children of Liberty*, an all-ages game with educational undertones.
- Spoke at local independent game gatherings to network and promote the company.
- Worked closely with both the art and programming teams to streamline production.

Serious Game: *LaLaLaLaLa*, Savannah GA**Mar 2009****Artist**

- Designed the title screen art to reflect the message of the game.
- Worked closely with the game designer to ensure the art supported the game's message.

Board Game: *Bees!*, Savannah GA**Aug 2007****Producer**

- Created art assets and was responsible for the timely production of the game.
- Kept the team focused during development and play-testing sessions. Maintained the design document to reflect updates made to the game.

Educational Experience

Savannah College of Art and Design (SCAD), Savannah GA. BFA, Cum Laude, Interactive Design & Game Development. Sept 2007 – May 2009.

Webster University, St. Louis MO. Animation. Aug 2004 – May 2006.