

STEPHANIE DEBRULE

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EXPERIENCE

Obsidian Entertainment – Irvine, CA

February 2011 – Present

Junior Artist/Animator

South Park RPG

- Animate and implement in-game cutscenes and camera layouts
- Refine cutscene and cinematic pipeline
- Write the "How-to" document for cutscenes and train others on the pipeline and best practices
- Create animations to be used on a variety of different character rigs
- Edit FaceFX and create custom lip-sync for dialogue
- Debug and fix issues that come up throughout cutscene creation
- Build character rigs for animation use, and refine rigging pipeline
- Create the "How-to" documents for rigging and costumes
- Train other artists on the pipeline and best practices for rigging and costumes

Art Intern

South Park RPG

July 2010 – February 2011

- Designed and created costumes for the inhabitants of South Park
- Helped design and implement the pipeline for character art and costumes
- Assisted in developing the original character, rigging, and animation pipelines for the project
- Created environments and layouts for the neighborhood of South Park

Walt Disney Imagineering – Glendale, CA

April 2010 – April 2010

Scenic Illusionist Intern

Unannounced Project

- Created concept designs and illustrations for a new technology project
- Simulated stage design and animation as a pre-visualization tool for Imagineers
- Collaborated with fellow interns as well as Imagineers to build an effective solution for the task given

Art Institute of California – Costa Mesa, CA

January 2009 – February 2010

Peer Tutor

- Assisted fellow students in learning and utilizing course-required software
- Taught figure drawing skills to supplement classroom learning
- Aided students in completing homework assignments

Old Navy – Tustin, CA

March 2007 – February 2010

Service and Training Manager

- Managed and trained over fifteen customer service associates on a daily basis
- Interviewed, hired, oriented and trained all store staff
- Maintained all reports and updates for management and associate teams
- Created and maintain a positive and fun working environment for entire team

EDUCATION

Art Institute of California-Orange County – Santa Ana, CA

July 2007 - June 2010

Bachelors of Science in Media Arts and Animation

- GPA 3.5

University of California, Irvine – Irvine, CA

October 2005 – May 2007

Coursework for Bachelors of the Arts in Studio Art

- Dean's List

SKILLS

Maya
3D Studio Max
Final Cut Pro

Adobe Photoshop
Adobe Flash
Adobe After Effects

Adobe MotionBuilder
Adobe Audition
Toonboom Studio