

40 Chester St.  
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# Broderick Woodward-Crackower

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## SKILLS

- 3D Modeling, Rigging, Animation and Rendering in Autodesk Maya and Blender
- 2D Animation in Adobe Animate and Toon Boom Harmony
- Digital Illustration in Adobe Photoshop and Adobe Illustrate
- Video Editing in Adobe Premiere and Adobe After Effects
- Stop-Motion Animation in DragonFrame
- Manual digital SLR photography

## EDUCATION

### **Massachusetts College of Art and Design, Boston** – *BFA 2020*

September 2016 – Present

Currently majoring in Animation. Primarily focused on 3D modeling, rendering and animation; also educated in 2D character animation, storyboarding, and set design.

President of MassArt Game Design Club 2019 – 2020

## EXPERIENCE

### **Eyewire, Boston** – *Intern*

May 2018 – August 2018

- Translated 2D character designs to 3D models.
- Modeled and rigged animation-ready characters.
- Animated cutscene sequences for an upcoming game.

### **Trader Joe's, Boston** – *Crew Member*

January 2015 – Present

- Maintaining stock and providing customer service.
- Designed and illustrated signs for in-store use.

### **Flour Bakery, Boston** – *Front of House*

June 2019 – Present

- Preparing and serving food and drinks.
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### **Dedham Health and Athletics Club, Boston** – *Lifeguard/Swim Instructor*

June 2011 - August 2014

- Spent time with adults and children in group and one-on-one environments as a swim instructor.
- Gained valuable leadership experience as a veteran lifeguard at the pool.
- Helped with administrative tasks such as scheduling lessons and making calls to potential customers.

**BINA Farm, Boston** - *Volunteer Horse Caretaker/Therapist's Aide*

June 2013 - August 2014

- Worked over the summer as a therapist's aide for children's equine therapy sessions.
- Maintained horses cleaning, feeding and watering.
- Developed connections with children during therapy sessions and helped make them comfortable.