

# Vaughn Peterson

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## Profile

I am an enthusiastic graduate looking to take the next step in my career. I am hard working, organised, self-motivated and conscientious. I am also very passionate about learning, so I am always upskilling on what I already know, as well as adding new skills to my repertoire. I find it very easy to pick up and learn new software quickly, and work well in a team environment as well as autonomously.

I would like to work in a creative industry helping to bring ideas to life through problem solving and imaginative design.

## Skills

ILLUSTRATION  
GAME DESIGN  
MOTION CAPTURE  
3D MODELLING AND  
TEXTURING  
VIDEO EDITING  
WEB DESIGN

## Software

ADOBE SUITE (PHOTOSHOP, AFTER EFFECTS,  
PREMIERE PRO, ILLUSTRATOR, ANIMATE)  
BLENDER  
MAYA, MOTION BUILDER, 3DS MAX  
UNITY  
CORTEX  
HTML AND CSS

## Employment

FREELANCE | LUMOS DIGITAL | OCTOBER 2017-PRESENT

- Preproduction (storyboards and animatic), 2D animation and video editing for promotional material.

FREELANCE | NOTICE BOARD SYSTEMS | INTERMITTENTLY FROM 2015-2017

- Designing animated and stationary advertisements for electronic notice boards.

FREELANCE | MANUKAU DISTRICT HEALTH BOARD | OCTOBER 2016

- Motion Capture acting and recording, and 3D prop modelling for a short animation as part of a team.

## Education

BDES (BACHELOR OF DESIGN) | JULY 2017 | AUCKLAND UNIVERSITY OF TECHNOLOGY, NZ

- Major: Digital Design (Game Design)
- Minor: Motion Capture

-References provided upon request-