

Mikailah Tersavich

3D ANIMATOR

HELLO!

I am a 3D animator looking to expand my skill set inside a professional environment. I'm passionate about making eye-catching, diverse stories through an array of different genres and styles.

CONTACT DETAILS

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EDUCATION

Savannah College of Art and Design - BFA Animation
Summa Cum Laude
Graduate Year - 2023

SOFTWARE KNOWLEDGE

Autodesk Maya, Unreal Engine, Unity, Houdini, Toon Boom Harmony, Adobe After Effects, Adobe Premiere Pro, Adobe, Photoshop, Adobe Illustrator, Microsoft Word, Microsoft Excel, Syncsketch

SKILLS

3D Animation, Production Management, Directing, Digital Illustration, Storytelling, Team Leading, Collaboration, Marketing

INTERNSHIPS

Walt Disney Company - College Program

January 2024 - May 2024

- Will actively be practicing the "Four Keys" of the Disney Company - Safety, Efficiency, Show, and Courtesy.
- Helped me demonstrate key problem solving, communication, and team building skills I've learned from past jobs in a more creative environment.

PRODUCTION EXPERIENCE

Slingshot - Director and Lead Animator

SCAD THESIS FILM | September 2022 - June 2023

- Worked with co-director and asset track over multiple departments for the development and production of a heartwarming 3D animated short rendered in Unreal Engine.
- Ensured that all deadlines and expectations were met from all departments, holding team meetings and providing feedback to all team members
- Helped take on multiple roles throughout the film pipeline to improve the production quality.
 - Secondary Roles Included: Unreal Engine rendering, cloth and hair simulation, sound and video compositing, storyboarding
- Applied traditional animation principles and fundamentals to a wide variety of shots with a quick turnover time.

Dahlia - Lead Animator | Cloth Simulator

SCAD THESIS FILM | September 2023-2024

- Worked side-by-side with lead animators to further develop key animation principles necessary for my production process.
- Combined technical and artistic skills to accomplish challenging animation objectives.
- Tackled challenging scenes with cloth, focusing heavily on obtaining a realistic textile feel to all the different moving fabrics.

Terry - Concept Dev | 3D Modeler | Animator

SCAD THESIS FILM | March - June 2022

- Collaborated with lead directors to produce an eye-catching story concept for a 2D/3D hybrid horror comedy film.
- Applied understanding of storytelling through high quality storyboard compositions.
- Designed and produced 3D models for over 80 props, including UVing and texturing.
- Applied traditional animation principles and fundamentals to multiple shots, providing hand-drawn quality animations with quick turnover time.