

# 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

- 📞 228 - 233 - 9704
- ✉️ mik.tersavich@gmail.com
- LinkedIn: @mikailah-tersavich
- 🌐 www.mikianimates.com

## 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.