CASSANDRA M. HANKS



www.cassandrahanks.com cassandramhanks@gmail.com

979-229-9347

EDUCATION

2014 Masters of Fine Arts in Visualization

Texas A&M University

2011 Bachelors of Science in Telecommunication Media Studies, Minor: Film Studies

Texas A&M University

TECHNICAL SKILLS

Maya Renderman/Slim Arnold Nuke Houdini Mental Ray Linux/Unix Adobe Production Suite C++ OpenGL Python/MEL Scripting

PROJECTS

2015 "St. Louis Cathedral Candles"

Lighter, Shader & Compositor

- Created photorealistic CG scene from personal photograph
- Used Arnold & Nuke

"Stage Fright" - student group short

Lighting, Compositing & Layout Lead

- Created environment and character lighting rigs
- Lit shots with global illumination & volumetric lights
- Developed compositing network and render layers for entire short
- Did entire layout for short
- Troubleshot render errors & developed render workflow

2014 "Wake" - student group short

Lighter & Compositor

- Lit and composited shots to have a toon shaded look with global illumination
- Troubleshoot render & pipeline errors

2013 "Night at the Museum" – independent project

Lighter & Shader

- Created bone texture
- Lit scene based on a stormy night using no global illumination

2012 "Dark Light" - student group short with DreamWorks

Layout Lead, Lighter, Compositor

- Did entire layout for short, used camera script to simulate unchained camera
- Created environment light rig and lit shots
- Developed compositing network and render layers for entire short

AWARDS & SCREENINGS

2013 Texas Independent Film Festival, College Station, TX

Texas A&M Academic Excellence Award Scholarship

2012 Siggraph Dailies, Siggraph, Los Angeles, CA

DreamWorks Screening, DreamWorks Animation Studios, Los Angeles, CA

Viz-A-GoGo 19, Texas A&M University, Bryan, TX

2011 Lechner Scholarship, Department of Visualization

2010 Kurrus Film Scholarship, Department of Film Studies

RELEVANT COURSEWORK

Digital Lighting Image Synthesis Summer Industry Course with DreamWorks
Digital Image Life Drawing 3D Modeling & Animation