

Laura Osteen

Visual Effects and Animation Instructor

[Linkedin.com/in/laurakosteen](https://www.linkedin.com/in/laurakosteen) • www.lauraosteeneffects.com • 931- 261-5655 • laurakosteen@gmail.com

Software

Maya || Houdini || Photoshop || Premiere || After Effects || Davinci Resolve || Unreal Engine

Skills

Character Animation || Visual Effects Animation || Hard and Soft Surface Modeling
Projection Mapping || Video Compositing || Cinematography || Video Tracking

Experience

Adjunct Faculty

East Tennessee State University *Aug 2016 - Current*

- Lectured students on the set up and methodology of digital pipelines, increasing their understanding and time management in different digital media areas.
- Instructed classes on the fundamental principles and mechanics of motion in animation including timing, spacing, and staging for clarity, gravity, and storytelling.
- Led up to thirty students through video basics such as basic compositing, the motion production process, storyboarding, audio/video capture, creating multi-layered final products, and post-production processes for cinematography.
- Optimized class learning procedures for both online, remote, and Hyflex class models using Panopto, Zoom, and D2L.
- Counseled students with personalized critiques to better assist their learning and improving their personal portfolios.
- Worked with other professors on curriculum development for multiple animation, and visual effects courses.

Asset Optimizer

Freer Inc.

Jan 2020 - Aug 2020

- Organized multiple assets folders for ease of future use by the company.
- Optimized, converted, and consolidated 3D assets for 2D games.
- Revamped 3D model tessellation, textures, and animations for rendering then used those skills to create sprite sheets for 2D game pipelines.
- Corresponded with art leads to prioritize projects and specific assets for fast game release.

Lead and Academy

Instructor

internal Drive Tech Camps

May - Aug Recurring: 2018, 2019

- Demonstrated the basics of video production, visual effects, and graphic design for app based media for students aged ten to eighteen based on age and learning ability.
- Taught the basics of Unreal Engine with the intent to foster critical thinking skills based on their avenue of choice: Coding, Environment Art, Character, or Level Design.
- Guided both entry level and advanced students on the basics of 3D modeling and animation for character design and environment art.
- Informed students on methods to record and edit audio using studio grade equipment for game design.

Education

May 2017	MA	New Media Art	East Tennessee State University	Johnson City, TN
May 2013	BS	Digital Media	East Tennessee State University	Johnson City, TN

Awards

"Touching Nature"	Short List	MoFilms Visa Commercial	2015
"The Feeder"	Silver Award	American Advertising Awards	2016