AMANDA RABADE

3D Rigging & Look Development

CONTACT

- [LinkedIn](#)
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- [amandarabade.com](#)

SOFTWARE

AutoDesk Maya
Python
Adobe Photoshop
Adobe After Effects
Adobe Premiere Pro
Office 365 Suite
DaVinci Resolve
Adobe 3D Substance Painter
Nuke
Unreal Engine 5
Blueprint
Blender

SKILLS

Leadership
Communication skills
Efficient
Problem Solving
Team Player

CERTIFICATIONS

UX/UI for Gaming
ELVTR   Mar 2026

Strengthen Your Decision-Making with Generative AI
LinkedIn   Mar 2026

Human Skills in the Age of AI by Microsoft and LinkedIn
Microsoft   Mar 2026

LANGUAGES

English - Native proficiency
Spanish - Intermediate proficiency

EXPERIENCE

Tutor
Varsity Tutors (Sep 2025 -)
- Taught students (aged 7-80) one on one a variety of technical skills in Python, Adobe, Maya, Office 60, public speaking, and a variety of other topics and programs
- Set goals with students to complete their projects in manageable sections to optimize learning

Course Instructor
iDTech Camps (June 2025 - August 2025)
- Developed lessons and projects for students (aged 11-17) in video editing, 2D animation, digital drawing, 3D modeling, and printing that allowed them to learn and explore these new programs in a week, while maximizing their take-aways

Student Ambassador
Savannah College of Art & Design (Sep 2022 - June 2025)
- Represented the university during tours amf open houses to inform guests about majors, housing, classes, and transportation options

Intern
Miami-Dade College: MAGIC Summer Camp (June 2024 - July 2024)
- Demonstrated animation and modeling techniques to students, and answered any related questions
- Assisted students in solving issues that arose while building game levels in Unity and Unreal Engine 5

COLLABORATION

SCAD Animation Studios: *InkWashed!*
Savannah College of Art & Design (Sep 2024 - Nov 2024)
- Constructed an intuitive body rig for a minor character
- Organized a master document organizing the pipeline to streamline the workflow

SCAD x Harbor Picture Company
Savannah College of Art & Design (Jan 2024 - Mar 2024)
- Created rigs for all characters seen in ad
- Worked with team to perfect the rig according to the ad's needs
- Planned out and rendered AOV layers to optimize the rendering and compositing portions of the pipeline

MAKE Workshop
MAKE (Oct 2023 - Apr 2024)
- Constructed the model, rig, and textures for a robotic character
- Organized a master document for pipeline workflow and sending shots to the render farm for final compositing
- Resolved in a timely manner any technical issues that arose during the rendering process regarding UVs, AOVs, rigs, and lighting

EDUCATION

Savannah College of Art & Design
Master of Fine Arts - Visual Effects   GPA 3.82   (Sep 2023 - Nov 2025)

Savannah College of Art & Design
Bachelor of Fine Arts - Animation   GPA 3.77   (Sep 2019 - June 2023)