

Savannah Herr

Digital Artist & 2D Animator

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EXPERIENCE

Experis Game Solutions

Software Test Engineer

July '20 - Present

- Creating and executing test case collateral and database management
- Communicating with and organizing large teams, partnership nurturing
- Kept track of daily tasking and committed to daily end of shift reports

Test Associate

March '19 - July '20

- Discover and log bugs and issues using Visual Studio TFS, ADO, and Jira
- Owned life cycle of logged items and relayed information to fellow TAs and Engineers
- Organize and effectively communicate with a team for various tasking and requests
- Assist new and experienced testers with understanding the product, test procedures, logging bugs, and time management
- Multiple OS testing - In charge of a quadboot rig, compared and verified title stability between Win7, 8, 10, and 11 Operating Systems
- Manage tasks and write clear and factual reports

Exponent

Multimedia Technician

December '17 - March '19

- Created visual displays that met the need of clients to communicate subject matter and information through the combination of art and science.
- Worked with 3D animation, 2D & 3D graphics, video editing, photography, laser scanning, and 3D printing.

Slayers' Stronghold Studios

Creator of Isomara Island ARPG

May '15 - Present

- Manage a virtual character art role play game (ARPG) with 400+ members
- Create props, character designs, and run mechanics and systems
- Utilize HTML and CSS to code events, journals, and webpages
- Promote and manage ARPG through social media

Freelance Artist

July '13 - Present

- Create visually appealing artwork following the customer's request whether it be illustrations, animated images, or 3D models

SKILLS

- Paint Tool SAI
- Paint.net
- Clip Studio Paint
- Photoshop
- Illustrator
- After Effects
- Vegas Pro
- Movie Maker
- Audacity
- Elgato GC
- 3D Studio Max
- Maya
- Excel
- Outlook
- Azure DevOps
- ZSuite
- Cura
- Fiddler

EDUCATION

The Art Institute of Phoenix

July '14 - September '17

- Bachelors of Arts in Media Arts & Animation

Phoenix, AZ

East Valley Institute of Technology

July '13 - May '14

- Worked with 3D Studio Max, Unreal Development Kit 3, and Photoshop to develop video games levels from start to finish

Mesa, AZ