



CONNER MILAM

VISUAL EFFECTS ARTIST

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<https://connermilam5.wixsite.com/mysite>

SKILLS AND EXPERTISE

Foundry's Nuke

Autodesk Maya

(Renderman, Arnold, Redshift)

Agisoft Photoscan

SideFX's Houdini

Substance Painter

Adobe:

Photoshop CC

Premiere Pro CC

After Effects CC

Illustrator CC

Indesign CC

PERSONAL SKILLS

- *Observational and proactive*
- *Quick learner*
- *Attention to detail*
- *Able to take constructive criticism*
- *Thrives under pressure*
- *Resourceful in finding solutions*
- *Creative and original*

EMPLOYMENT HISTORY

2017-Present

Free Lance Visual Effects Artist/Video Editor

Self-Employed

Worked directly with clients as a graphic designer, visual effects artist and video editor, creating impactful content to help clients tell their stories.

2018-2019

Public Servant Seasonal Employment

City of Grove City, Ohio: Public Service Department

Responsible for making the city look pristine and beautiful by raking leaves, mowing grass, picking up litter, and performing general maintenance for parks and streets.

2016-2019

Cashier and Short Order Cook

Grove City Church of the Nazarene

Served as a cashier and cook, taking and serving orders, cleaning, stocking items, and ensuring customer satisfaction.

2020-2020

Prep Cook

Dumplings of Fury, Hilliard, Ohio

Responsible for keeping food stocked by mixing sauces, putting away deliveries keeping the area clean, and making a variety of different dumplings, wings, and fried chicken.

EDUCATION

2017-2021

Bachelor of Fine Arts | Visual Effects Major

Savannah College of Art and Design | Savannah | Hong Kong

2015-2016

English College Credit

Columbus State Community College | Columbus, Ohio