

Education:

Bachelor of Fine Arts – 3D Animation

2019

Minor- Interactive Design and Game Development

Savannah College of Art and Design, Savannah GA

Courses of study included:

Foundations of Art, Art Histories, Speech and Presentation, Math, Anatomy

Work Experience:

Walt Disney World Parks and Resorts

Fall 2017 - Winter 2018

Seater

Highlighted and toured in-restaurant fine art gallery with guests as docent, explaining the process and concept behind pieces and their relevance to The Animal Kingdom park

Customer service when organizing and informing guests of their wait times, managing patrons' expectations while keeping them content

Used proprietary software to manage bookings behind front desk

Software: Maya, Unreal Engine 4, Adobe After Effects, Photoshop, Premier Pro, Audition, UVLayout, Substance Painter, Shogun, MadMapper, Cinema 4D, Nuke, Marvelous Designer

Accomplishments:

Showing at FULLDOME- Film Festival

August 2019

B2 Certification in Hungarian Language

December 2018

FÊTE DE LA MODE - Projection mapping show on Chateau de Lacoste, Provence

October 2018

Disney College Program, Creativity through Disney course

December 2017

Cleveland State University Hungarian Scholarship- Debrecen University

July 2017

Films and Games:

Sushi Ben VR: Kane Tyler

March - August 2019

Animator, Unreal Specialist

Little Lilly: Sanket Tonde

September 2018 - May 2019

Animator, Concept Development, Rigger, Composer

Claymator: Roy Cunningham and Cody Egan

April 2019

Animator

NeedlePoint: Logan McClure

March 2019

Animator

Reel/Site www.CattMolnar.com

References Available Upon Request