

# Ethan Clark

Attraction Design

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## Skills

### 3D Design

Blender  
Maya  
SketchUp  
Unity  
Unreal Engine  
Mudbox

### 2D Design

AutoCAD  
Illustrator  
Photoshop  
Figma  
XD

### Video

After Effects  
Premiere Pro  
Final Cut Pro

### Projection

Pixera  
TouchDesigner  
QLab

### Scripting

Java  
Python  
HTML/CSS  
JavaScript

## Employment

### Multimedia Intern

AOA | June 2024 - August 2024

- Animated concept art for client pitch deck
- Designed visual effects and motion graphics in After Effects
- Filmed and edited video content for marketing purposes
- Modeled, textured, and animated 3D assets for virtual production space

### Designer

UNC Blue Sky Innovations | May 2023 - Present

- Modeled, textured, and animated 3D assets for web experience
- Prototyped industrial robotic AR visualization for Apple Vision Pro
- Designed new company logo iterations
- Wrote articles on technology in themed entertainment

## Extracurriculars

### Projection Designer

UNC Theater + Communications Dept. | August 2023 - May 2024

- Created projection show for theater department showcase
- Designed motion graphics for live a cappella shows
- Assisted projection designers at UNC PlayMakers Repertory

### Symposium Project Lead

Carolina AR/VR Club | January 2023 - May 2023

- Developed VR experience for UNC Computer Science Dept. symposium
- Led technical workshops on Unity and Blender
- Implemented new learning curriculum for club members

## Education

### The University of North Carolina at Chapel Hill

August 2021 - Present

- BA in Media/Journalism (Interactive Media)
- Double minor: Theatrical Design & Computer Science
- Dean's list for 6 semesters (GPA: 3.75)