

Ethan Clark

Attraction Design

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(919) 770-6882

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
C++/Blueprints

Employment

Media Design 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 campaigns
- 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
- Created and modified 3D assets for 3D printing
- Designed new company logo iterations

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 on two PlayMakers Repertory productions

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 (Expected Graduation May 2025)

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