

Maryn Hadden

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Education:

Austin Community College

August 2018 – June 2021

Associate of Applied Science in Motion Graphics (**GPA 3.6**)

Oregon State University

April 2024 – Present

Bachelor's of Science Digital Arts Media (**GPA 3.5**)

Work Experience:

Austin Community College | Student Ambassador

October 2018 – May 2021

I was a Student Ambassador at ACC for 3 years. My role as a student ambassador was to create events for students on campus, connect with students, and inform them about services and organizations at ACC.

Kohls | Sales Associate Lead

October 2019 – April 2022

As a Kohl's Retail Associate, I learned how to operate in multiple departments on the sales floor and provide great customer service. I was able to quickly learn how to work in multiple areas such as the register, online orders, Amazon returns, and Freight.

North West Brain and Spine | Office Assistant

January 2023 – Present

As a medical Office Assistant, I learned how to operate medical service programs to upload files, store patient information, and manage files for the practice. I send out patient appointment emails, make and answer calls related to patient referrals, archive the practice's invoices, and block out provider time schedules.

Course Experience:

Design For Motion 1- Introduction to design for animation, focusing on type design and style boarding for Digital Media.

Design For Motion 2- Advanced techniques for creating finalized assets for animation. This class goes in depth on research, cross-platform media creation in Photoshop and Illustrator to create style boards used for animated projects.

Visual Effects- Introduction to all major motion graphics techniques using Adobe After Effects. Projects in this course focused on the practical use of compositing, lighting, camera work, rotoscoping, motion tracking, expressions, puppeting, and VFX plug-ins such as Trapcode Suite from Red Giant.

Post Production- Focused on cross-platform workflows from Premiere Pro to After Effects, the creation of broadcast packaging, and rendering for multiple platforms. Projects included editing footage from events for commercial work, animating logos, and creating elements such as lower thirds that can be used in post production.

Motion Graphics 1- Introduces you to the team workflow and the animating style boards. This class also expands on a more complex use of After Effects, such as puppeting, motion sketch, and rotoscoping, shape layers, and masking.

3d For Motion Graphics- Introduces students to the Cinema 4D software and how 3D is implemented in Motion Graphics work. This class also introduces cross platform workflows from Cinema 4D to After Effects, as well as vector type conversion from Adobe Illustrator to Cinema 4D.

Motion Graphics 2- This class simulates real world projects and workflows. Assigned teams were tasked to complete a project from conception to completion. Skills learned include file management, file sharing, asset creation, style boarding, boardamatic edits, multimedia animation, team building, and workflows.

Motion Graphics project- Simulates real world projects using cross-platform workflows to create diverse, polished work. This class was focused on more hands-off instruction with basic rules to complete work and problem solve, practice time management, and weekly updates on progress.

SKILLS:

Graphics Programs: After Effects, Premiere Pro, Illustrator, Photoshop, InDesign, Adobe XD, Cinema 4D, Adobe Media Encoder, Red Giant Suite, Adobe Acrobat

Fine Arts: Drawing, Sculpture, Photography

Team Building: Communication, Time management, File Maintenance, Collaboration

HONORS:

Advanced Placement Art Portfolios

- **2-D Portfolio, Multimedia (Human Anatomy and Robotics)**
- **3-D Portfolio, Sculpture (Steampunk)**
- **2-D Portfolio, Photography (U.S. History 1860 to the Future)**

2016-2017

2017-2018

2017-2018

Art Honor Society

2017-2018

English Honor Society

2017-2018

Phi Theta Kappa Honors Society

2020-2021