



AISA BINHASHIM

3d Artist

13 Box Turtle Ln
Sicklerville, NJ 08081
(open to relocation)

www.aisabin.com

www.instagram.com/aisa_bin/

WORK EXPERIENCE

Barista

Starbucks, Voorhees, NJ

June 2019 - present

- Provided fast and efficient food and beverage services by following Starbucks sequencing methods and properly communicating with fellow partners about day-to-day and immediate occurrences
- Multi-tasked a variety of in-store roles including building beverages, heating food, taking customer orders, and restocking supplies due to short staffing issues
- Assisted customers and fellow partners by utilizing knowledge of Starbucks policy and menu
- Maintained proper health and safety standards
- Designed and painted custom nametags for fellow partners and art for store

Media Assistant

Center for Parent and Teen Communication, Philadelphia, PA

April 2019 - December 2020

- Adapted article from Center for Parent and Teen Communication website to create an educational animated short using Maya, Arnold, Photoshop, and After Effects
- Illustrated drawings for website and presentations using Photoshop, Illustrator, and Procreate
- Assisted in organization of website's media library by properly tagging, resizing, and categorizing images

Production Intern

Streetlight Productions, Burbank, CA

June 2018 - August 2018

- Organized list of necessary sets, characters, and props in MS Excel for upcoming film based on script
- Brainstormed and pitched ideas for underdeveloped story and visual details
- Designed and modeled assets in Maya for Swan Princess series film
- Collected reference images and videos for modeling, texturing, and animation departments

PROJECTS

How to Nurture the Teen Brain

September 2019 - December 2020

- Created a 3D animated short informing viewers about teenage brain development for the Center of Parent and Teen Communication
- Short was made by utilizing information from CPTC website and adolescent development experts on the CPTC team
- Responsible for all aspects

Environment Artist, Boneyard Brawlers

September 2019 - June 2020

- Senior group project at Drexel University
- Collaborated with a team of thirteen students to create the multiplayer, party-game, Boneyard Brawlers
- Designed, modeled and textured environment assets for six distinct level stages

SOFTWARE

Maya, Mudbox, Modo, Zbrush, Nuke, Houdini, Substance Painter, Photoshop, Illustrator, After Effects, Procreate, Syntheyes,

COURSES

CG Master Academy

Online

2021 - present

- Intro to Production Modeling
- Hard Surface Modeling for Films
- Weapons and Props for Games

EDUCATION

Drexel University

Philadelphia, PA

September 2016 - June 2020

- Bachelor of Science in Animation and Visual Effects
- Minor in Fine Art