

QUAMAE NEWSOME

quamatronstudios.com | quamaenewsome@gmail.com | (585) 698-4873

EDUCATION

Rochester Institute of Technology, Rochester, NY
BFA Animation | [May 2023](#)

Steve Carpenter Art Center | [2015 - 2018](#)

- Studied figure drawing under world-famous Disney Illustrator and Painter

EXPERIENCE

RIT School of Film and Animation, Rochester, NY
Teaching Assistant | [Jan 2023 - May 2023](#)

- Assisted professor Kevin Bauer with the SOFA course Business and Careers in Animation
- Created graphics to promote guest speakers, helped conduct mock interviews
- Mentored students toward career readiness and professional development

RIT CADTech, Rochester, NY
Render Wrangler | [Oct 2022 - May 2023](#)

- Monitored the renderfarm for broken or misconfigured job
- Troubleshoot user issues within the Muster Console and the DCC application, predominantly Maya and Cinema 4D
- Maintained smooth and efficient use of the College of Art and Design's render farm

MAGIC Spell Studios, Rochester, NY
Animator, "That Damn Goat" | [Sept 2021 - May 2022](#)

- Crafted individualized and stylized, gameplay animations for a shipped title
- Researched workflow methods to aid in transition of animator responsibilities
- Rigged bi-peds using Advanced Skeleton

Animator, "Necromancer Academy" | [Mar 2021 - May 2021](#)

- Created cycle animations for mobile game
- Gained understanding of FBX export and implementation of animation into Unity
- Participated in bi-weekly progress checks with Rockstar Games representatives

Reporter Magazine, Rochester, NY
Online Art Manager | [Mar 2021 - May 2023](#)
Editorial Illustrator | [Aug 2020 - Mar 2021](#)

- Maintained consistent communication with artists and editors
- Assigned, organized and published artwork
- Reviewed each illustration/design for tone, relevancy and visual quality/clarity

SKILLS

Technical: Autodesk Maya, Unreal Engine, Photoshop, Premiere Pro, After Effects, Procreate, Substance Painter, Microsoft Suite, Google Suite, ShotGrid, xGen, Marvelous Designer, Houdini

LEADERSHIP

RIT Animation Club
President | [May 2021 - May 2023](#)

Vice President | [Aug 2020 - May 2021](#)

- Managed 300+ member Discord, organizing meetings and events
- Formed and advising WIA student chapter
- Hosted industry speakers and curating alumni panel discussion

Men of Color Honor and Ambition (M.O.C.H.A)
[Sep 2021 - May 2022](#)

- MOCHA is a full academic year, geared towards professional leadership development. It provides workshops in cultural, social, business etiquette and attire, health and financial wellness, academic and Dale Carnegie communication training.

Dale Carnegie "Immersion" Certification
[Oct 2021](#)

- Training aimed to develop persuasive communication, problem solving, conflict resolution, and relationship building skills.

FILMS

"Ama" Director / Animator | [Aug 2022 - May 2023](#)

- Directed a team of 11 Artists
- Utilized Real-Time rendering capabilities of UE 5, for Pre-Vis, and final shot rendering
- Delivered a fully realized film with emphasis on cinematography, animation, and texturing

"Runaway" Animator / DP | [Aug 2021 - Dec 2021](#)

- Character Animator for Junior year film
- Managed pre-production, lighting, and cinematography
- Collaborated with co-director to streamline Maya to Unreal pipeline for rendering purposes

"Celia" Character Animator | [Aug 2020 - May 2021](#)

- Crafted compelling performances Implemented weekly feedback in a timely manner.
- Gained understanding of Maya to Unreal workflow, and animation exportation

RECOGNITION & ACTIVITIES

WSET Level II Award in Wines | [2023](#) Buffalo Int'l Film Fest | [2023](#)

Best of the Best of RIT Student Films: Dryden Theater [2023](#) Geneva Downtown Film Festival [2022 - 2024](#)

Tom Hope Media Scholar | [2023](#) Rise Up Animation (RUA) Mentee [2020 - Present](#) | OAIF: Artists Gallery [2020, 2021](#)
Rochester City Scholars Program [2018 - 2023](#)