



# Hope Volz Bluhm

## Animator

Cell: 267-324-8193

[hopev.bluhm@gmail.com](mailto:hopev.bluhm@gmail.com)

**Reel/Site:** [www.hopevbluhm.com](http://www.hopevbluhm.com)

### Goals:

To work as a Character Animator in the animation, advertising, or game industry.  
To advance my knowledge of 3D animation and modeling within the industry.  
To work with others in the animation pipeline to further my skills and the project of the company.

### Education:

**Bachelor of Fine Arts, Animation,  
Minor in Interactive Design and Game Development.**  
Savannah College of Art and Design, Savannah, Georgia, 31401  
**September 2013 - June 2017**

### Software:

Maya, Photoshop, Toon Boom Harmony, After Effects, Zbrush, headus UVLayout, Topogun, xNormal, 3DS MAX, Java, Processing

### Experiences

<b>Alaexam!</b> 3D Senior Film	June 2017
3D Animator, 3D Modeller, Director, Producer	
<b>Pegasus</b> 3D Senior Film (Directed by Shannon Congdon)	June 2017
Topology/UV layout	
<b>Co-Op</b> 3D Senior Film (Directed by Nick Fess)	June 2017
Topology/UV layout	
<b>Space Boyfriend</b> (Directed By: Conor Conderre)	January 2016
2D Character Animation	
<b>Zodiac Run</b> (Directed By: Gabe N. Silva)	Spring 2015
2D Character/Cleanup/Color	
<b>Oasis</b> (Directed By: Adam Bryant)	Winter 2015
2D Character/2D Effects/Cleanup.	

### Awards

SCAD Honors Achievement Scholarship	Fall 2013-Spring 2017
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