

Catherine Alvord

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Portfolio: www.CatAlvord.com/portfolio

Work Experience

Walt Disney Imagineering

Figure Programming Internship

June 2024 - Current

- ◆ Assisted with modern electric and legacy hydraulic figure installation and check-out.
- ◆ Created and maintained creative and technical rigs in Maya.
- ◆ Created tools in Maya to assist with figure development and animation.
- ◆ Created proof of concept and mockup systems in the Unreal Engine.

Universal Creative

Show Programming Internship

May 2023 - August 2023

- ◆ Created interactive digital mock-ups and pre-visualizations using the Unreal Engine.
- ◆ Assisted with ride vehicle and show equipment animation in 3ds Max.

Animax Designs

Software Engineering Internship

May 2022 - August 2022

- ◆ Programmed various tools in Java/Kotlin, C++, and XML to assist with figure animation and programming.
- ◆ Created and maintained interactive experiences using the Unreal Engine.

Cat's Menagerie LLC

Sole Proprietor

June 2020 - Current

- ◆ **Castle Park Skeleton Trio** – Created, programmed, and animated animatronic skeleton figures for a Californian amusement park's Halloween 2020-2022 event. Created software for live audience-interaction with the figures. Provided on-site install and maintenance in 2021.
- ◆ **Magictecture's "Little Thunder Mountain" Project** — programmed and animated an interactive animatronic figure for a rollercoaster finale using Python and Arduino (April 2021 – August 2021)

Animatronics Workshop

Lead Practitioner/Volunteer

June 2020 - May 2022

- ◆ Volunteered for a non-profit led by Paul Dietz focused on bringing animatronics and other STEAM-based learning to children ages K-12 regardless of their financial situation.
- ◆ Assisted with the design and development of software to control and animate students' very own "paper animatronics"

Education

Univeristy of North Carolina – School of the Arts MFA Animatronics 2024

University of North Carolina – Chapel Hill

BS Computer Science 2021

Skills

Software

- ◆ Unreal
- ◆ Perforce
- ◆ Office Suite
- ◆ Maya
- ◆ Fusion
- ◆ Git/Github
- ◆ Visual Studio
- ◆ ZBrush
- ◆ 3ds Max
- ◆ Weigl Showforge
- ◆ Adobe Suite

Programming

- ◆ C/C++
- ◆ Python
- ◆ Java
- ◆ Weigl WEM
- ◆ Maya MEL

Creative

- ◆ Creative and technical design of figures
- ◆ Character rigging and animation
- ◆ Rapid prototyping and digital mockups
- ◆ Interactive systems
- ◆ Sculpting, molding, casting, and 3D printing