

STEVEN R. WALKER

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PROFESSIONAL ACHIEVEMENTS

- Directed a team to success across multiple lines of business in the areas of customer satisfaction, sales, and profitability.
- Proven experience in conducting ongoing training sessions and encouraging growth in individuals.
- Experienced networker, allowing for new business opportunities to help company growth.

SKILLS

Management	Team Building	Animation	Drawing
Customer Service	Project Management	3D Modeling	Concept Art
Large Format Printing	Public Speaking	Rigging	Web Design

SOFTWARE

Autodesk Maya	Microsoft Word	Microsoft Excel
Adobe Photoshop	Adobe Premiere Pro	

CAREER HIGHLIGHTS

Project Manager, Bruce Barry's Wacky World Studios, Oldsmar, FL June 2012 – Present

Directed a team of artists to create themed environments. Oversee and coordinate work between three emerging departments. Communicate with clients via phone, email and video conferencing. Work directly with art team to manage project deadlines and direct artwork. Create price quotes and process payments. Process incoming and outgoing shipments. Work with vendors to ensure product deadlines were met and materials were available. Manage online shopping cart and in-house inventory. Review portfolio submissions and interview potential candidates.

Associate Workshop Manager, Build-A-Bear Workshop, Orlando, FL Mar 2009 – June 2012

Ensured coverage in guest service and daily task completion. Assisted in learning development. Assisted in processing incoming and outgoing shipments. Processed damages and store transfers. Assisted with payroll and timekeeping procedures. Maintained company housekeeping standards. Processed transactions and register functions including merchandise returns and refunds. Performed HR functions including interviewing, selection, and scheduling. Created visuals for various in-store promotions and events.

Trainer and Artist, The Walt Disney Company, Lake Buena Vista, FL May 2000 – Apr 2011

Trainer for incoming artists and animation tour cast. Taught 20-minute drawing classes to theme park guests at *Animation Academy* attraction. Performed in *Drawn to Animation* show. Trained artists to draw Disney characters on-model with emphasis placed on appeal, proportion, and line quality. Conducted training workshops across multiple lines of business. Other roles held include Food & Beverage, Greeter, and Attractions Host

Animator, Rigger, & Modeler, American Animation Studios, Prosser, WA Dec 2006 – Sep 2007

Completed two film titles, *Patrick Henry: Quest for Freedom* and *Paul Revere: Midnight Ride*. Rigged and weighted characters for both films. Created character and environment models. Assisted with modeling, blend shapes, and character design. Provided voices for background characters.

EDUCATION

Bachelor of Fine Arts, Ringling College of Art & Design, Sarasota, FL May 2006

Major: Computer Animation. Additional course work in Game Art & Design.