

ELEANOR CADY WACHSMAN

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ABOUT ME

Hello! I'm a designer. I've spent my career working with engineers, cartographers, gamers, and human interface designers making fun things. Within small groups, I've been able to bounce ideas off these interesting people and in turn learn from them. I am now a principle member of the Cartography team, working on multiple challenging projects. Maps are fascinating things that combine so many disciplines—from iconography, to 3D modeling, to typography—and I have enjoyed working in many and more of these spaces.

WORK EXPERIENCE OVER THE EONS

AUGUST 2010 - PRESENT

APPLE INC. / 2D 3D CARTOGRAPHIC DESIGNER / CUPERTINO, CA

- Apple Maps China cartography, Yosemite spotlight
- Apple Maps CarPlay
- Apple Maps iOS7 redesign
- Apple Maps iOS6 product
- Created 2D and 3D cartographic designs
- Coordinated numerous assets for maps product, including iconography and textures
- Managed junior designers, coordinated asset delivery
- Interpreted 3D designs with engineers to produce a beautifully rendered 3D map
- Modeled global custom 3D landmarks buildings
- Edited map stylesheets
- Worked with external contractors to conceptualize illustrations
- Created 2D and 3D designs interpreting contractor ideas
- Tested on multiple hardwares, softwares, and OS versions
- Collaborated with engineering teams to test capabilities of projects on iOS devices
- Helped guide tools based off designer needs, to make future production smooth
- Conceptualized future features while respecting established interface precedents
- Utilized contractor 3D data to make meshes and hero shots in order to prototype features
- Created unique meshes and hero shots to exemplify the mood and tone of future projects
- Learned how to play massive board games with my coworkers

2009 - 2010

FREELANCE / 3D ARTIST / SAN FRANCISCO, CA

- Conceptualized and created 3D / 2D artwork
- Collaborated on app development
- Honed 3D skills and explored other artistic interests, such as web design and heavy rendering

Wrote tutorials for Cgtuts+ (cg.tutsplus.com)
Explored San Francisco in her foggy greatness

Titles

Newtonize / Effectively Use Constraints to Rig Non-Spherical Eyes in Maya / How to UV a Character in Maya

FEBRUARY 2010 - APRIL 2010

APPLE INC. / 3D ARTIST, CONTRACTED / SAN FRANCISCO, CA

Produced high volume of assets in both 2D & 3D
Used proprietary tools to ensure assets were prepared and clean for proprietary app
Rebuilt messy assets so overall project was neat
Created conceptual meshes for possible future themes
Collaborated remotely
Tried to keep embarrassing typos to the minimum

2007 - 2009

APPLE INC. / 3D ARTIST / CUPERTINO, CA

Conceptualized and created 3D & 2D game artwork, such as backgrounds, game pieces, game boards, characters and character animations, HUD elements, UI
Prototyped many game designs to take advantage of device capabilities
Conceptualized a social gaming arena and fleshed out ideal social gaming features
Learned about limitations of input device and how that informed design decisions
Worked with device limitations to produce best-looking artwork possible within framework
Upgraded from a Razr to an iPhone when the iPhone debuted, and nearly died with joy
Road-tripped across the southern US to start my life in San Francisco

SUMMER 2006

APPLE INC. / 3D ARTIST INTERN / CUPERTINO, CA

Assisted with 3D & 2D game artwork, such as backgrounds, characters, and animations
Learned about real-world production
Met many interesting and exacting people of different disciplines
Presented to a conference room of execs
Absorbed the care and detail that goes in to every product at Apple

EDUCATION FOUR YEARS SPENT COVERED IN CHARCOAL

2003 - 2007

Ringling School of Art and Design, Sarasota, FL
Bachelor of Fine Arts / Computer Animation / May 2007
Best of Ringling, Spring 2006
Glass Scholarship, Spring 2006

BITS AND PIECES

Software

Maya, CINEMA 4D, Shake, Adobe CC (Photoshop, Illustrator, Premiere Pro, Dreamweaver), Sketch, Pixate, Flinto, Motion, Final Cut Pro, LiveView, BBEEdit, Mou, MAPublisher, proprietary tools

Disciplines

Modeling, UVs, texturing, animation, lighting & rendering, compositing, storyboarding, rigging, COLLADA, prototyping, pixel-perfect vector shapes, crisp Photoshop effects, Git, CSS / HTML / Markdown, efficient automation, iOS 5, 6, 7, 8 design, cartographic design

Patents

Wachsman, Cady. 2014. Display screen or portion thereof with graphical user interface. U.S. Patent D709,915, filed June 11, 2012, and issued July 29, 2014.

Wachsman, Cady. 2014. Display screen or portion thereof with graphical user interface. U.S. Patent 711,910, filed June 6, 2012, and issued August 26, 2014.

Extracurricular

member Ladies Brewing Club: San Francisco Chapter, Cultural Dinner Rotation

volunteer SFMOMA, Cartoon Art Museum, COMICCON

attendant MacWorld, WWDC, GDC, SIGGRAPH

ideation feedly, Vimeo, Pinterest, Flickr and Google image trawling, Behance & Dribbble, 80s comic books, walking through San Francisco

Favorites

Toy Story, Secret of Nimh, Wall-E, Spirited Away, Prometheus, Bullitt, 2001: A Space Odyssey, Mad Men, Adventure Time, Buck Rogers Man of the 21st Century, Hugh Ferriss, Dark Castle, Donkey Kong Country, BioShock, Mirror's Edge, Super Mario Galaxy, Sword & Sworcery, Monument Valley, Cribbage, Above & Beyond