

Carolina “Cat” Weaver

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<https://vimeo.com/1063770787>

Education

University of the Incarnate Word, San Antonio

January 2024 - August 2026

Master of Game Development: Concentration in Animation

University of the Incarnate Word, San Antonio

August 2021 - May 2025

Bachelor of Fine Arts in 3D Animation and Game Design: Concentration in Animation

Academic Teaching Experience

University of the Incarnate Word, San Antonio

August 2025 - May 2026

Animation and Game Design Graduate Teacher's Assistant

- Attended junior and freshmen level courses for graduate courses
- Assisted professors in student critique and troubleshooting technical questions

San Antonio Christian School

August 2025 - Present

Digital Media Teacher (High/ Middle School)

- Taught introduction programming, game design, 3D modeling, 3D animation, and cinematography
- Taught honors level programming, game design, 3D modeling, 3D animation, and cinematography
- Authored and implemented original, industry-aligned curricula for 3D Design, 2D Design, and Cinematography, building all instructional scaffolding, technical labs, and assessments

Professional Experience

Asphalt Stars Productions, Remote

July - October 2024

Student Concept Artist/ Animation Intern

- Conceptualized concept art for humans, sets, and shots
- Animated scenes and characters for the up-coming feature film documentary “I’d Rather Be Dead Than Silent”

Portfolio Highlights

Demo Reel 2026

All 3D Animation performances are hand-keyed and animated via motion capture.

Project Fairytale | Lead Technical Animator

Developed a horror RPG game in Unreal Engine 6; executed 3D character animation sets with lead senior animator, implemented animation sets in Unreal Engine, created blueprints and event graphs

Technical Proficiencies

- **3D Animation:** Maya including Rigging, Blender
- **Game Engines:** Unity Engine, Unreal Engine
- **Programming:** C# Basics, Python Basics for Tool Scripting
- **Production & Post:** Cinematography, Adobe Creative Suite (Premiere, After Effects), Canva for Instructional Design.

Creative & Research Interests

- **History of 3D Animation:** Developing an interactive historical account of the development of animation as a storytelling medium
- **The Evolution of Cinema:** Integrating historical cinematographic techniques into modern 3D workflows
- **History of Game Design:** Developing an interactive historical account of the very start of game design and how mechanics are repeated in the modern day

Curriculum Development & Instructional Design

- **3D Modeling and Animation:** Developed a modular curriculum focusing on the full production pipeline, from mesh topology to custom game set creation
- **Python and C# for Game Design:** Created a project-based coding curriculum that simplifies programming using Python and object-oriented programming using Unity
- **Digital Cinematography:** Created a project-based curriculum that integrates classical film theory with modern virtual lighting and camera techniques.

Professional Affiliations

- Member, Dean's List 2021-2026
- Member, Society for Game Cinematics

References

Emily Sidler

Animation Professor, University of the Incarnate Word: Animation and Game Design

sidler@uiwtx.edu

Relationship: Undergraduate Professor, Graduate Colleague, and Supervising Faculty, can speak to 3D animation proficiency and long-term artistic growth

Kassandra Arevalo

Lead Animation Professor, University of the Incarnate Word: Animation and Game Design

karevalo@uiwtx.edu

Relationship: Undergraduate Professor and Supervising Faculty, can speak to 3D animation proficiency and long-term artistic growth

Linda Cowan

Art Department Lead, San Antonio Christian School

(210)535-1288

LCowan@sachristian.org

Relationship: Supervising Faculty and Teaching Mentor, can speak to teaching methodology and curriculum design

Brenda Slatton

Public Speaking and Broadcast Teacher, San Antonio Christian School

(210)422-6767

bslatton@sachristian.org

Relationship: Teaching Mentor, can speak to teaching proficiency and curriculum design for cinematography