CHELSEA ELIZABETH MAPES — MULTIMEDIA DESIGNER

SUMMARY OF RELEVANT PROFESSIONAL EXPERIENCE

Highly creative 2D/3D Animator and Designer with extensive experience supporting Federal, nonprofit, and commercial clients. Skilled in traditional and advanced design techniques for developing innovative animations, models, and graphics for e-learning, video games, and web-based projects. At the Centers for Medicare & Medicaid Services (CMS), within the Center for Clinical Standards and Quality and Quality, Safety & Oversight Group Integrated Surveyor Training Program, produces engaging, Section 508-compliant e-learning content featuring medical and health-related illustrations, graphics, and animations. Recognized for blending artistry with technical precision to deliver impactful and accessible visual solutions across diverse healthcare and training topics.

PROFESSIONAL WORK HISTORY

Multimedia Designer, Swingtech, Greenbelt, MD, 09/2021–Present

- Using technical software packages that include Adobe Animate, After Effects, 3ds Max, and Blender, develops and integrates 2-D/3-D animations, vector graphics, and user interfaces in support of content hosted on an interactive, cloud-based content management website used to train CMS Medicare and Medicaid surveyors and to inform providers, suppliers, and the public on numerous health care-related topics.
- Interprets technical descriptions into creative, web-optimized artwork that complies with Section 508 accessibility requirements.
- Creates storyboards that synchronize and depict the script and narrative.
- Uses Adobe Audition to record and edit my own voice and edit other voices for narrations.
- Uses WellSaid to create computer generated narrations and edit them in Audition.
- Designs models, backgrounds, sets, characters, objects, and animation environment.
- Develops the timing and pace of the movements of a character or object during the sequence of images and ensures they follow soundtrack and audio requirements.
- Builds up accurate, detailed, frame-by-frame visuals.
- Uses Adobe Photoshop for photo editing and image manipulation.
- Uses Adobe Illustrator to create Infographics and Icons.
- Creates flyers and illustrations using Canva, Photoshop and Illustrator
- Works with a range of media and keeps up to date with emerging technologies.
- Uses Blender to create a 3D environment for 3D animations and VR.
- Uses Vyond and Cartoon Animator 5 to create 2D animations.
- Uses LumaBooth to provide a photobooth option for the client.
- Uses AI in Adobe Photoshop, Firefly and Express.
- Understands the basics of Articulate storyline.
- Worked on animations, graphics and narrations for multiple training projects such as, Quality in Focus (QIF), Surveyor Skills Review (SSR), Fundamentals of Patient Safety in Hospitals (FPSH), Organ Procurement Organizations (OPO) Basic, Organ Procurement Organizations (OPO) Micro trainings - Organ Donor Management, Advance Life Safety Code (LSC) Fire Alarm, Advance Life Safety Code (LSC) Sprinkler System, Ambulatory Surgical Center (ASC) Basic, Comprehensive Outpatient Rehabilitation Facility (CORF), Emergency Medical Treatment and Labor Act (EMTALA) Basic, Advance Emergency Medical

Treatment and Labor Act (EMTALA), Mock Hearing, Universal Infection Prevention and Control (UIPC), and Transplant Basic.
- Created Infographics for Department of Justice (DOJ) Justice Management Division (JMD) SDS, US Air Force Research Laboratory (AFRL) Integration and Operations Request for Proposal (RFP), Air Force Research Laboratory (AFRL) Org Chart, Pipeline and Hazardous Materials Safety Administration (PHMSA), Federal Emergency Management Agency (FEMA) Center for Domestic Preparedness (CDP), NARA IT Security Framework, and internal Swingtech infographics such as Data Access Management Framework and Alt PAC Quality Management Framework.
- Created background graphics for the Swingtech Central page and the Icons for the Swingtech Help Desk.

Animator, Hendall Inc., Rockville, MD, 10/2017–09/2021

- Using technical software packages that include Adobe Animate, After Effects, 3ds Max, and Blender, develops and integrates 2-D/3-D animations, vector graphics, and user interfaces in support of content hosted on an interactive, cloud-based content management website used to train CMS Medicare and Medicaid surveyors and to inform providers, suppliers, and the public on numerous health care-related topics.
- Interprets technical descriptions into creative, web-optimized artwork that complies with Section 508 accessibility requirements.
- Creates storyboards that synchronize and depict the script and narrative.
- Designs models, backgrounds, sets, characters, objects, and the animation environment.
- Develops the timing and pace of the movements of a character or object during the sequence of images and ensures they follow soundtrack and audio requirements.
- Builds up accurate, detailed, frame-by-frame visuals.
- Uses Adobe Photoshop for photo editing and image manipulation.
- Serves as a visual note taker, rendering abstract concepts in real-time.
- Works with a range of media and keeps up to date with emerging technologies.
- Uses Blender to create a 3D environment for 3D animations.
- Worked on animations, graphics and narrations for multiple training projects such as, Quality in Focus (QIF), Surveyor Skills Review (SSR), Fundamentals of Patient Safety in Hospitals (FPSH), Organ Procurement Organizations (OPO) Basic, Foundational Investigative Skills (FIS), Advance Life Safety Code (LSC), End-Stage Renal Disease (ESRD), Emergency Preparedness (EP), Fire Safety Evaluation System (FSES) Health Care Occupancies (HCO), Fire Safety Evaluation System (FSES) Residential Board and Care Occupancies (RBCO), Emergency Medical Treatment and Labor Act (EMTALA), Home Health Agencies (HHA), Hospice, Intermediate Care Facility for Individuals with Intellectual Disabilities (ICF/IID), Immediate Jeopardy (IJ), Introduction to Surveying for Continuing and Acute Care Providers (ISCACP), Long Term Care Basic Training (LTCBT), Psychiatric Hospital Basic Training (PHB), Psychiatric Residential Treatment Facility (PRTF), National Fire Protection Association (NFPA) 99 and Triage.

Internship; 3D Modeler, DS Federal, Inc., Rockville, MD, 07/2017–09/2017

- Created 3-D models for eLearning to instruct how to use factory equipment for commercial entities.

- Created 3-D models using 3ds Max.
- Developed textured, optimized visual models using 3ds Max, Xnormals, Substance Painter, and Photoshop.
- Created particle effects and exported and packaged the models in Unity.
- Archived created models and other visual effects for the company digital resource library.
- Performed research for information required to accurately create a technical 3-D model.

Internship; Game Design Instructor and Animator, T.A.G Labs, Washington, D.C., 08/2016–07/2017

- Served as video game designer for a nonprofit educational organization that produced learning materials for children.
- Designed various mock-up themes and designs for new in-game user experiences and coordinated with game designers and programmers to prepare efficient graphical designs.
- Conceptualized the overall graphical design and user experience for new digital games.
- Analyzed and presented new game design concepts to technical colleagues and developed appropriate themes.
- Coordinated requirements with co-workers to develop all games and prepare storyboards and artwork for all new games.
- Taught students how to make video games using Scratch and Kodu tools.
- Assessed needs and created assets for other instructors.
- Solely responsible for creating the characters, world, and other graphical and narrative elements for games.
- Analyzed existing and new games and developed appropriate themes and designed graphics for new games. ¬
- Provided feedback to co-workers regarding game design features.
- Created an animation of the T.A.G logo for the company.

EDUCATION

- Bachelor of Fine Arts, Game Art and Design, Art Institute of Washington, Arlington, VA, 06/2017
- Associate of Fine Arts, Cottey College, Nevada, MO, 05/2014

CERTIFICATIONS

- Biomedical Visualization, University of Glasgow offered through Coursera, 03/2022, Expiration Date: N/A
- What is the Metaverse?, Meta offered through Coursera, 04/2023, Expiration Date: N/A
- Creative Thinking: Techniques and Tools for Success, Imperial College London offered through Coursera, 05/2024, Expiration Date: N/A
- Create eLearning Courses with Articulate Storyline 360, Packt offered through Coursera, 10/2026, Expiration Date: N/A

TRAINING

- Adobe eLearning Conference, Washington, D.C., 03/2019

SKILLS AND EXPERTISE

- Character Modeling (Blender, 3ds Max and Zbrush); Object Modeling (Blender, 3ds Max and Zbrush); 3-D texturing (Xnormals, Substance Painter, Photoshop and Blender); Rigging

(Blender and 3ds Max); Animation (Blender, 3ds Max, Photoshop, Flash, Vyond and Cartoon Animator 5)
- Branding/Design: 3ds Max, Adobe Photoshop, Illustrator, InDesign, Flash, Animate, After Effects, Media Encoder, Audition, Canva
- Zbrush, Substance Painter, Xnormals, Unreal Engine, Unity, OBS Studio, Scratch, Gimp, Blender, Kodu, Coppercube
- Concept Art, Illustration, Character Development, Background Design, Painting, Sculpture.¬
- Microsoft Office Suite (Word, Excel, PowerPoint, Outlook)
- Adobe Audition and WellSaid for narrations and recordings
- Basics of Articulate Storyline 360

PUBLICATIONS

- Magazine cover—2015 *English Teaching Forum: Maryland*. Entered the *English Teaching Forum* magazine competition and was one of the first at the Art Institute of Washington to win the contest.

PRESENTATIONS

- N/A

PROFESSIONAL AFFILIATIONS

- P.E.O. (A Philanthropic Educational Organization), Severna Park, MD, 10/2018)– Present

AWARDS

- N/A