

CAITLIN BYHAM

DIGITAL ARTIST

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EDUCATION:

PROJECT MANAGEMENT PROFESSIONAL (PMP)

Project Management Institute

FEBRUARY 2020

SAVANNAH COLLEGE OF ART & DESIGN: BACHELOR OF FINE ARTS IN DIGITAL MEDIA

Major: Animation

SEPTEMBER 2011 - MAY 2015

PROFESSIONAL EXPERIENCE:

OSHKOSH CORPORATION: SENIOR DIGITAL ARTIST

JANUARY 2020 - PRESENT

- Manages schedule, scope, cost, resources and quality to meet project goals
- Develops and tailors work processes to align with current project management practices and project requirements
- Coordinates department communications internally and externally to promote cooperation and efficiency
- Continues to perform Digital Artist duties

OSHKOSH CORPORATION: LEAD DIGITAL ARTIST

NOVEMBER 2017 - JANUARY 2020

- Led team members into exploring interactive technologies while creating assets for programs to implement in Unity
- Visualized project data to communicate hour and cost estimation for proposed projects
- Developed UI and UX for product visualization and marketing applications
- Gathered research for projects and communicated with all stakeholders to ensure needs and deadlines were met
- Continues to perform Digital Artist duties listed below

OSHKOSH CORPORATION: DIGITAL ARTIST

JANUARY 2017 - NOVEMBER 2017

- Visualized engineering data to create animation sequences and still images representing simulations
- Set up shot composition, lighting and textures for marketing videos and proposal documents
- Designed marketing images, brochures, signs and presentations to be shown to high level directors and to the public
- Collaborated with multiple departments and art studios to design projects that have been shown corporate-wide

GWF ASSOCIATES, LLC: DIGITAL ARTIST

MARCH 2016 - FEBRUARY 2017

- Created 2D and 3D assets to be used for virtual reality, augmented reality and mobile applications shown at conventions
- Designed marketing materials and UI and UX for mobile/VR/AR applications while maintaining client brand standards
- Served as a tester for applications to discover any bugs or glitches that could appear during client use
- Participated in brainstorming sessions with the team to design multiple application proposals and formulate scope

NOTABLE PROJECTS

UNITED STATES POSTAL SERVICE BID

APRIL 2018 - PRESENT

- Leads the Visualization team in creating accurate and realistic renderings for a \$6.3 billion dollar proposal
- Coordinates between multiple engineering and writing departments to develop the visual narrative for federal documents
- Delegates tasks to fellow team members to meet deadlines for same day turnarounds

DEFENSE BROCHURE AND WEBSITE RENDERINGS

DECEMBER 2018 - FEBRUARY 2019

- Coordinated work-flows to create 5 images for each of our 50 defense vehicles to be shown in brochures and sites
- Kept morale up and assisted the team in producing artwork that met client standards
- Produced the largest and most up-to-date library of our defense vehicles in corporate history

SOFTWARE:

Zbrush Photoshop Illustrator
ftrack Maya After Effects
Unity 3DS Max Substance Painter

ART:

Modeling Lighting Graphic Design
Uving Animation Rendering
Texturing Compositing UX/UI

PROFESSIONAL:

Project Management
File Organization
Communication