

Morgan Groves

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EXPERIENCE

AC WELLNESS MEDICAL GROUP

Care Navigator, AC Wellness Center, Cupertino, CA

October 2023 – Present

- Greeted patients entering the establishment, determine the nature and purpose of the visit, and escort them to destinations.
- Managed front-office activities and provide administrative support to staff and office managers, appointment management, billing and collections, office administration, and clinical customer service.

APPLE

Product Specialist, Apple Park, Cupertino, CA

July 2022 – January 2023

- Advised and sold ecosystem solutions, transacted, and trained individuals on new devices.
- Exceeded customer expectations resulting in 95 NPS Team Member Score (*highest achievable client review score*)

A TRACE ANIMATED SHORT FILM

3D Animator, 3D Animation, San Jose, CA

August 2022 – December 2022

- Crafted rough animation using Maya by giving it a seamless aesthetic that matched our teams vision.
- Provided clean-up animation across the project; ensuring no errors, such as gaps, overlaps, or distortions are present.

REYNA ANIMATED SHORT FILM

Animator, 2D Animation, San Jose, CA

August 2021 – May 2022

- Prepared all animation elements for compositing, including delivering in set formats. Chose color pallets, style and look of animation, which won 5+ awards and achieved 18+ official selections.
- Designed frames and rigging characters using Toon Boom Harmony, used keyframing techniques, performed bug fixes and quality assurance testing, and support redesign.
- Developed storyboards based on script: created models, drawings, and illustrations.
- Developed dialogue, character, and cinematic animation's using motion capture techniques to support innovative storytelling and narratives which garnered an award from multiple animated film festivals.
- Set up exposure sheets, divided into actions and timing, dialogues and music, animation layers, backgrounds, view perspective.

A FLEETING MOMENT ANIMATED SHORT FILM

Animator, 2D Animation, San Jose, CA

January 2021 – May 2021

- Applied coloring, lighting, and shading techniques in animation to add depth, and excitement, resulting in winning 5+ awards and achieved 37+ official selections.
- Provided clean-up animation across the project; ensuring no errors, such as gaps, overlaps, or distortions are present.

SIMPLEMACHINING INC.

Animator, 3D Modeling & Concept Designer, San Francisco, CA

August 2021 – February 2022

- Created animated content and visual assets: built accurate, detailed, frame-by-frame 3D visuals to create sketches and animate graphic interchangeable formats.

EDUCATION & AWARDS

- **Bachelors in Fine Arts**, Animation, San Jose State University
- Award in Animation, 24-hour Animation Contest

SKILLS

Technical: Toon Boom Harmony, Autodesk Maya, Blender, Google, Teams, iWork, iOS, OSX, Microsoft Suite – Word, Excel, PowerPoint, Adobe Creative Suite – After Affects, In-design, Photoshop, Illustrator