

GOLDIE SINGER

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EDUCATION

SYRACUSE UNIVERSITY, Syracuse, NY

August 2023 - May 2027

BFA in Computer Art and Animation

- Deans List Fall 2023, Spring 2024, Fall 2024, and Spring 2025
- Success Scholar Award 2024

PRODUCTION EXPERIENCE

PIXAR ANIMATION STUDIOS, Emeryville, CA

June 2025 - August 2025

Pixar Undergraduate Program (PUP)

- The Pixar Undergraduate Program, also known as PUP, is a 12 week classroom-based summer internship that dives into the technical aspects of the animation pipeline. Each week was taught by Pixar's own Technical Directors that specialized in different areas of the pipeline. At the end of the internship, the PUPs created a group short film and their own personal projects using what they learned over the summer.

5 PEAKS ANIMATION STUDIO, Syracuse, NY

Septemeber 2025 - Present Day

Animation/Model Intern

- Assisted in developing 3D models using Maya
- Used Procreate and ZBrush to help with visual development

MEMORY RADIO, Syracuse, NY

March 2024 - May 2024

3D Modeler, Texture Art, Light Design, Sound Design, and 3D Animator

- Created a VR experience that transports the viewer into a basement with a pinball machine, piano, media console, stereo, vinyl records, doll houses, and books
- Transported back into a grandparent's basement to relive a childhood memory of playing pinball while being surround by music and toys.

GARRETT SINGER ARCHITECTURE + DESIGN, New York, NY

June 2023 - August 2024

Design Intern

- Assisted in developing 3D models using Blender and SketchUp
- Assisted in rendering furniture and finishes in Adobe and SketchUp
- Assisted in meeting with clients and job site reviews
- Organized material library

UNIVERSITY UNION, Syracuse, NY

March 2024 - Present Day

Designer

- Created posters for live performance events on Adobe Photoshop and Illustrator
- Collaborated with a team of 6-8 students each week to develop posters
- Work across different departments of the organization to make sufficient posters for marketing

FREELANCE POSTER DESIGN, Syracuse, NY

Present Day

Designer

- Created posters for student-run house venues events on Procreate, Adobe Photoshop, and Illustrator
- Help created each house a brand and logo

LIVE FROM STUDIO B, Syracuse, NY

September 2023 - January 2025

Editor

- Worked each week on a 4-7 minute video
- Pieced together the shots and audio on Adobe Premiere Pro
- Fixed audio and created sound effects using Logic Pro
- Animated the title screen for Cycle 14

ADDITIONAL EXPERIENCE

SPECIAL EFFECTS MAKEUP ARTIST, Syracuse, NY

April 2024 - Present Day

Makeup Artist

- Helped on student films to create illusions of injuries and creatures
- Created art references before applying makeup
- Applied makeup to actors during late night shoots
- Adjusted to obstacles such as the actors being too hot for the makeup to stay on
- Created specific looks to aid in post production

SKILLS

- **Technical:** Modeling, Shading, Lighting, and Set Dressing, Layout, Rigging, Proceduralism/FX
- **Software:** Blender, Maya, Houdini, Flow, Presto, Katana, Adobe Suite, Procreate, ZBrush, Unity, C#, JavaScript Coding, Linux, Nuke, and Logic Pro.
- Fluent in English, Intermediate French.