Owen R. Dilley

New York Metro Area • 203-873-8422 • ordilley27@gmail.com

Creative force and entrepreneurial spirit seeking to utilize my technical skills and artistic expression to tell thought-provoking stories in a fast-paced and dynamic environment.

Education

BFA, Animation (Minor: Visual Effects), SCAD, Current Senior (May 2027)

Fairfield Ludlowe High School , Fairfield, CT (June 2023)

Work Experience

EIN GEDI SPRING – STATION ATTENDANT, Fairfield, CT June 2021- September 2025
A full service automotive repair facility. (www.eingedispring.com)

- Managed financial transactions, customer experience and resource allocation at high volume location
- Resolved customer issues in a timely manner while considering impact on profitability and long term success
- Managed (open & close) facility in owner's absence
- Implemented new transactional/marketing system for business *(www.clover.com)*

SELF-EMPLOYED – FREELANCE GRAPHIC DESIGNER, Fairfield, CT May 2022– Present
Assisted small businesses with logo and marketing collateral design and creation..

SELF-EMPLOYED – CHILDCARE PROVIDER, Fairfield, CT May 2020 – Present
Supervised and transported middle school and elementary school children.

SELF-EMPLOYED – FREELANCE 3D Modeler/Rigger/Texturer, Fairfield, CT 2022– Present
Took commissions and made 3d assets for games and people to use, also rigged and textured. Sometimes animated for them as well.

Leadership

Co-President – Fairfield Ludlowe High School Graphic Design Club (2022-2023)

Co-President – Fairfield Ludlowe High School Backyard Games Club (2021-2022)

Team Captain/Alternate Captain – Wizards Ice Hockey

Service

Community projects completed by scholar athletes and their mothers **(**sasofairfield.org**)** (2017-2020)

Shavee and recycling participant to raise funds to combat childhood cancer **(Team Teddy)** (2011-Present)

Projects

Collaborated with business owner on logo design and creation **(Above & Beyond Autism Services)** Summer 2022

Developed logo for school club **(Fairfield Ludlowe High School Backyard Games Club)** Fall 2021

Projects Continued

Acted in three short films and a recreation of a music scene from the movie "Eternal Sunshine of the Spotless Mind" and in a commercial for a lifestyle company Freshman year 2023/24

Worked on game for GameJam with animation group Winter 2025

Used Unreal Engine to create animated short Winter 2025

Currently working on independent animated short film and collaborative animated short series Winter/Spring 2026

Skills

Software: Photoshop, Unity, Blender, Illustrator, 3Ds Max, Maya, Inventor, Unreal Engine, Nuke, Premiere Pro, After Effects, InDesign, Lightroom (Adobe Photoshop Certified)

Microsoft Office Suite and Google Suite

Hardware: Constructed several desktop computers and marketing collateral items