

RESUME

Marisol Gladding

Address: 211 Liberty Ave, Apt. 613, Lafayette, LA 70508
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Experience: CG Artist (March 2008 – Present)

Louisiana Immersive Technologies Enterprise (LITE)

Work on projects ranging from virtual learning/training simulations to promotional pieces. Hold primary responsibility for all layout work, consisting of character blocking, animating camera movement and positioning. Additional responsibilities include: character animation, modeling, texturing, compositing, video editing, and graphic design tasks as needed.

Layout Artist (October 2011 – January 2012)

Reel FX

Responsible for character blocking, animating camera movement and placement, and set dressing.

Video Designer & Animator (December 2007 – February 2008)

Third Millennium Ministries

Worked as a 3D Artist, with responsibilities spanning Pre-visualization, animation, modeling, texturing, compositing, and conceptualizing and creating storyboards for educational sequences.

Software	Maya	Ink Scape	Adobe Photoshop
Experience:	3D Studio Max	Scribus	Adobe Illustrator
	Blender	Gimp	Adobe After Effects
	Nuke	Final Cut Pro	Adobe Premier
	Shake	FaceFX	

Network/operating systems: Windows, Linux, and Mac OS

Education: University of Central Florida: School of Film and Digital Media
B.A. in Digital Media, May 2006