**Melanie K. Morillo**

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**Education\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Ringling College of Art & Design**, Sarasota FL

BFA 2014, Major: Game Art & Design

* Studied game design, 3D modeling, texturing, programming, & visual development.
* Worked on numerous collaborative projects including 3D environments, thorough Pre-visualization, and professional idea pitches.

**Skills\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** Advanced Proficiency of Maya 2016, Zbrush 4R7, Unreal Development Kit, Unity, Adobe Photoshop, Adobe Premiere, xNormal, Crazy Bump, 3D Coat, Traditional Art. Working knowledge of Adobe Illustrator and After Effects.

**Game & Film Design Experience\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**CG Artist/Generalist,** Biolucid, May 2014 – January 2016

* Created high quality, realistic, real-time rendered assets for mobile platforms. Included modeling, texturing, lighting, and materials and shaders.

**Film Production Manager**, *Error in the* Ménage, Summer 2013 – Present

* Oversaw casting & auditions, scheduling, script supervision, and craft services.

**Texture Artist Intern**, Winterleaf Entertainment, Summer 2013

* Created character clothing textures using a combination of hand-painted and photo realistic textures.

**Storyboard Artist**, TruColor Productions, Summer 2011

* Sketched storyboards used in the films, *iCup* and *Error in the* Ménage*.*

**Film Festival Intern**, Sarasota Film Festival “Outreach & Education” Program, 2005

* Liaison and escort to guest filmmakers, and manager of activities for SFF’s Family Day Block Party.

**Customer Service Experience\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Manager/Bartender,** Stonewood Grill & Tavern, Sarasota, FL, 2003-2010

* Responsible for all front of the house employees, including scheduling & floor-plans, as well as all guest concerns.

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**Awards & Recognition\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

* Best of Ringling award for Traditional Animation short, *Dyno Deathmatch* Board Game, and Uncharted-Inspired 3D Environment.
* Dean’s List 2011-2012.
* Finalist & participant, Hasbro Zbrush Workshop, 2013.

**Portfolio and References available upon request**