

PAOLA ALMONTE COLON

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“Paola is a motivated animation student who is seeking to gain experience on 3D animation skills on both game design and movie production.”

SUMMARY OF PROFESSIONAL QUALIFICATIONS

- Multilingual in English, Spanish and American Sign Language
- Experience working and collaborating in teams
- Clear communication with the clients
- Knowledge in 2D and 3D animation programs for producing animation - Programs used for 2D Animation: Adobe Photoshop, Adobe Animate, Premiere Pro, After Effects, Adobe Audition and Clip Studio Paint.
- Programs used for 3D Animation: Maya, Motionbuilder, Unreal Engine 4, Unity, NukeX, Zbrush and Blender.

EDUCATION

- Currently studying for an Animation degree at Lesley University, 2018-2022

PROFESSIONAL EXPERIENCE

Multimedia Animator

Art on the Marquee - Boston Convention and Exhibition Center - March-April 2019 Created a multi-media animated content combining 3D animation, rotoscope technique, and Photoshop and compiled together using Adobe After Effects.

Event Organizer

Mass Media Expo WGBH Boston - November 2019

Helped to organize and set up events while ensuring the needs of VIP members and panel presenters for their big presentation by providing water and gift bags.

Game Asset Artist

Lesley University MassDigi Internship - January-May 2020

Worked in a team to create and update art assets for the mobile app game "Bloom Blast" using Photoshop, Clip Studio Paint, Blender, Maya and Unity.

Animated Logo

Lesley University - May 8-23, 2020

Worked with a team of three, and communicated strongly with the Chair of Animation and Director of Exhibition. Used After Effects to create a logo for Lesley Art and Design Senior Animation showcase.

White Snake Project Character Animator

Paid Internship - Fall 2020-Spring 2021

Worked closely with a team of artists and animators on multiple projects, meeting the deadline, like Digital Opera Alice in the Pandemic, Cosmic Cowboy animated poster for social media, and finally, Death by Life animated poster. Programs used are Photoshop, Premiere Pro and Adobe Animate.

Innovators for Purpose - 3D Generalist Mentor

Summer Internship July-August 2021

Working both in-person at a Cambridge Public Library and Zoom at home as a mentor teaching young students how to use the program, Blender. The students learned how to 3D model, add image textures and materials, set up a rig for animation, and render the animation. The students also learned how to save projects and convert files into glTF/Glb format so that the completed 3D models can be exported for use in an AR app/website. The imported 3D models go into the cloud. Communicated using Slack and Gmail to inform other members of any new information.

White Snake Project Character Animator

Paid Internship - Fall August 5th - September 28th 2021

Collaborated with the team closely for the digital live opera, A Survivor's Odyssey. Worked from home, animating singing pigs to interact with the actors live. I used Maya, Blender, Photoshop for modeling, adding textures, fixing a skeleton rig, and uploading the models and animation data into Unreal Engine 4. I updated my work with the team using Github for transferring large file sizes. I stay in touch by email and a messaging application. If there's a technical issue, I fix my animation and then work closely with the technical team to make sure everything gets uploaded properly.

Purebred Directed by Wade Wofford

Digital Compositor (IMDb credit) - Lesley University Spring January - May 2022

Part of Tracking and Rotoscoping VFX class from Lesley University, Spring semester college credit. I collaborated with the team of the horror short film *Purebred* to produce 2D and 3D camera tracking shots, as well as doing Digital Compositing where I animated a white

silhouette of the actresses on the screen (starring Gabrielle Kalomiris as daughter and Michelle Pruiett as mother). The programs used: NukeX and Adobe Premiere Pro.

Amazons Among Us - 3D Modeling, Rigging and Animation

Lesley University Internship - Jan. 24, 2022 - Current

Collaborated in a team where I produced 3D character models, rigged the model and animated them for a short animation based on an artist's warrior wood sculptures. Programs used: Maya, Blender, and Premiere Pro.