PAOLA ALMONTE COLON
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EDUCATION

Lesley University, Cambridge, MA
BFA in Animation, 2022

SKILLS

- 2D Animation: Adobe Photoshop, Adobe Animate, Premiere Pro, After Effects, Adobe Audition and Clip Studio Paint.
- 3D Animation: Maya, Motionbuilder, UnReal Engine 4, Unity, NukeX, Zbrush and Blender.
- Fluent in English. Conversational Spanish.

PROFESSIONAL EXPERIENCE

Northern Light Productions, Allston, MA

Contract Animator, On-Site - May 2023 - Current

- Worked on various mixed digital media projects using various softwares.
- Programs used: After Effects, Premiere Pro, Photoshop, Blender.

White Snake Projects, Boston, MA

3D Character Animator Remote gig - December 2022 - April 2023

- Animate 2 rigged bird models singing and dancing. Collaborated remotely and communicated using Asana.
- Program used: Maya 2023.

3D Generalist/Animation Support

Remote Paid Job - November 2022 - December 2022

- Supported a Senior Animation student film from Lesley University. 3D animation for multiple scenes, lighting, texturing on characters and props, animated characters on multiple scenes, and Grease Pencil. Got feedback remotely.
- Program used: Blender.

3D Logo Animation

Remote Paid Commission - June 2022 - December 2022

- Producing logo animation for Learning Lab for Resiliency, "Beacon Transformative Interpreting" (ASL Interpreter media). Collaborated with an ASL interpreter, feedback by

email and Zoom.
- Programs used: Blender, Photoshop, Premiere Pro.

3D Generalist

Lesley University Paid Job - Jan. 24, 2022 - November 2022
- *Amazons, Goddesses, and Wonder Women: A Fulbright Journey.* Collaborated in a team, produced 3D character models, rigged the model and animated them for a short animation based on an American Sculptor's warrior wood sculptures. Animation shown at Kniznick Gallery at Women's Studies Research Center.
- Programs used: Maya 2023, Premiere Pro.

White Snake Projects Character Animator

Remote Paid Job - Summer June 2022 - Fall September 2022
- 3D Animator for human characters and a robot for the Emerson Paramount Center Theatre weekend show "Cosmic Cowboy". Animated the body, hand gestures and robotic movements.
- Program used: Maya 2023.

Purebred Directed by Wade Wofford

Digital Compositor (IMDb credit) - Lesley University Spring January - May 2022
- Tracking and Rotoscoping VFX class. Collaborated with the team of the horror short film *Purebred* to produce 2D and 3D camera tracking shots, Digital Compositing.
- Programs used: NukeX and Adobe Premiere Pro.

White Snake Projects Character Animator

Paid Internship - Fall August 5th - September 28th 2021
- Digital live opera, A Survivor's Odyssey. Worked remotely, animating singing pigs. Modeling, adding textures, fixing a skeleton rig, uploading models and animation data. Used Github for transferring large file sizes. Worked closely with the technical team.
- Programs used: Maya, Blender, Photoshop, Unreal Engine 4.

Innovators for Purpose 3D Generalist Mentor

Summer Internship July-August 2021
- Worked in-person and remotely at Cambridge Public Library. Taught young students how to 3D model, add image textures, materials, rigging, and rendering. Save projects and convert files into glTF/Glb format so 3D models can be exported for use in an AR app/website. Communicated using Slack and Gmail.
- Program used: Blender.

White Snake Projects Character Animator

Paid Internship - Fall 2020-Spring 2021
- Worked closely with a team of artists and animators on multiple projects. Produced animated posters for Digital Opera Alice in the Pandemic, Cosmic Cowboy and Death by Life for social media uploads.
- Programs used: Photoshop, Premiere Pro, Adobe Animate.

Animated Logo

Volunteer Lesley University - May 8-23, 2020
- Worked with a team of three, and communicated strongly with the Chair of Animation and Director of Exhibition. Created a logo for Lesley Art and Design Senior Animation showcase.
- Program used: Adobe After Effects.

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". Produced icons, props.
- Programs used: Photoshop, Clip Studio Paint, Blender, Maya and Unity.

Event Organizer

Mass Media Expo WGBH Boston - November 2019
- Helped to organize by setting up tables, chairs, and set up events while ensuring the needs of VIP members and panel presenters for their big presentation by providing water and gift bags.

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.
- Programs used: Photoshop, Blender, Adobe After Effects.