

# NICOLE BURNS

Designer and Illustrator

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## KEY SKILLS:

- Advanced proficiency in Adobe Photoshop, Maya, Procreate, ZBrush, Premiere Pro and Adobe Acrobat.
- Working knowledge of Adobe Illustrator, Blender, and After Effects.

## DESIGN EXPERIENCE:

### Designer/Illustrator

February 2022 – present

#### Anthony Z Studio

- Design illustrations, storyboards, and concept art for video games, films and advertisements. Produce art in a variety of different styles depending on the client's needs. Adhere to tight deadlines while still meeting production goals.
- Collaborate directly with clients to understand their vision and requirements and deliver high-quality designs.
- Lead client calls and interprets production instructions in order to create a final illustration. Edit and make changes to illustrations as requested by clients and art directors.
- Collaborate with a team of artists to create artwork for various clients. Past clients have included McDonald's Grimace Birthday Meal, Ford, Samsung, Haagen Dazs, Mercedes, Hood and Rolls Royce.

### 2D Freelance Animator and Illustrator

July 2021 – October 2022

#### Encompass Pet

Designed and animated a promotional video for an upcoming product. Worked closely with the VP of online sales and CEO to storyboard and produce a short 2D animated video.

#### Into Nature Films

Illustrated and animated paleo art for a documentary about Florida's wildlife. Worked closely with the director to produce quality digital illustrations and animations.

### 3D Modeling and Animation Instructor

June 2019 – May 2022

#### iD Tech

Instructed technical courses in 3D modeling, 3D printing and traditional animation. Mentored students in basic game and level design, and introductory coding classes.

## ANIMATION EXPERIENCE:

### Computer Animator Ringling College of Art & Design, Sarasota, FL

September 2017 – May 2021

- Co-directed a two minute 3D animated film. Worked with a classmate to storyboard, design, model, texture, rig, animate, light, render and composite a short animated film. Responsible for all aspects of the film.
- Designed and modeled organic and hard surface assets, characters and environments using ZBrush and Maya. Translated 2D designs into 3D models. Textured models using Substance Painter.
- Produced character designs that emphasized shape language, appealing design, intentional use of color theory and design. Created character turnarounds and expression sheets.

## EDUCATION:

Ringling College of Art and Design, Sarasota, Florida  
Bachelors of Fine Arts, Computer Animation May 2021

Animation Mentor  
Computer Animation Certificate August 2020