

NICOLE BURNS

www.nicole-burns.com • ArtistNicoleBurns@gmail.com • 978-973-9100

KEY SKILLS:

- Advanced proficiency in Adobe Photoshop, Maya, ZBrush, Premiere Pro and Adobe Acrobat.
- Proficient in Adobe Illustrator, Blender, Figma, and After Effects.

DESIGN EXPERIENCE:

Storyboard Artist/Producer

February 2022 – Present

Anthony Z Studio

- Translate complex creative briefs into production ready storyboards and animatics, defining pacing and transitions for short-form video.
- Lead client communication, including discovery calls, feedback sessions, and production reviews, ensuring alignment with creative goals.
- Interpret creative briefs and production notes to deliver polished final artwork under tight deadlines.
- Collaborate with directors and artists to develop cohesive visual assets for major brands.
- Notable brands: Louis Vuitton, Samsung, Armani, Cartier, Carolina Herrera, and BMW.

2D Freelance Animator and Illustrator

July 2021 – October 2022

Encompass Pet

- Partnered with executive leadership to define the motion language for a new product launch, managing the project from initial storyboard to final render.

Into Nature Films

- Illustrated and animated paleo-themed artwork for a wildlife documentary focused on Florida's natural history.
- Worked closely with the director to develop scientifically informed, visually compelling digital illustrations and animations.

3D Modeling and Animation Instructor

June 2019 – May 2022

iD Tech

- Taught courses in 3D modeling, 3D printing, and traditional animation to students of varying skill levels.
- Mentored students in foundational game design, level design, and introductory coding.
- Developed engaging lesson plans that balanced technical instruction with creative exploration.

ANIMATION EXPERIENCE:

Ringling College of Art and Design, Sarasota, FL

- Co-directed and produced a two-minute 3D animated film. Responsible for everything from initial storyboarding and concept art to 3D modeling, animation, lighting, and final compositing.
- Designed and modeled organic and hard surface assets, characters, and environments using ZBrush and Maya. Translated 2D concept art into production-ready 3D assets. Textured models using Substance Painter.
- Partnered with composers and musicians to create fitting sound design.
- Created character designs emphasizing strong shape language, appealing silhouettes, and intentional color theory. Produced character turnarounds, expression sheets, and visual development materials.

EDUCATION:

Ringling College of Art and Design, Sarasota, Florida
Bachelor of Fine Arts, Computer Animation