DONALD GREMILLION II

3D ARTIST AND ANIMATOR

donaldgremillion@gmail.com | donaldgremillion.com | donaldgremillion.artstation.com | www.linkedin.com/in/dgremillion/

SOFTWARE

Maya | Photoshop | Illustrator | After Effects | Animate | Premiere | DaVinci Resolve | Clip Studio Paint | ZBrush | Substance Painter | Substance Designer | Marmoset Toolbag | GitHub | Perforce | Unity | Unreal Engine

SKILLS

3D Modeling | Texturing | Digital Sculpting | Environment Design | Character Design | Animation | Video Production | Communication | Art Direction | Leadership | Education | Project Management

PROFESSIONAL EXPERIENCE

University of Louisiana at Lafayette | August 2026 - Present
Art Instructor
- Instruct students on developing their skills in digital photo-editing, graphic design, motion graphics, 2D animation, 3D modeling, 3D animation, texturing, lighting, rendering, and presentation
- Develop lectures, exercises, and other teaching materials for students

Academy of Interactive Entertainment | July 2015 – July 2026
Art Instructor
- Instruct students on developing their skills in 3D modeling, texturing, animation, project management, and game development
- Develop lectures, exercises, and other teaching materials for students, as well as adapting lesson materials provided from other instructors
- Guided teams on developing student game projects with solving technical issues, game design concerns, and producing high-quality assets and deliverables following an Agile methodology with Sprint Reviews

Unity | October 2024 – January 2025
Unity Certified Instructor
- Produced course content for teaching *'Environment Prototyping with ProBuilder'* for Unity's Professional Training platform
- Developed course outlines, video recordings, narration, marketing materials, and additional learning content

Louisiana Immersive Technologies Enterprise | December 2014 – July 2015
CG Artist
- Created 3D art assets for developing serious games alongside a team of artists, programmers, and software developers

Zoom Digital Animation Studio | May 2013 - December 2014
CG Artist
- Collaborated with a team of artists to produce industrial training and marketing animations for a variety of clientele

Pixel Magic | January 2011 – June 2011
Depth Artist
- Prepared footage and created depth maps for stereoscopic 3D conversion for feature films including *Harry Potter and the Deathly Hallows Part 1* and *Harry Potter and the Deathly Hallows Part 2*

Films in Motion | April 2011 – May 2011
Storyboard Artist
- Created storyboards to visualize an action sequence for the film *Blood Out* to assist the production and stunt team

Pixel Magic | February 2010 – April 2010
Rotoscope and CG Artist
- Prepared footage by rotoscoping elements for purposes of background replacement by the compositors
- Animated several 3D characters to be utilized in populating crowds in several shots for the feature film *Secretariat*

Stuller, Inc. | December 2010 – May 2013
Digital Image Retoucher
- Digitally enhanced of jewelry for web and print publications and preflighted digital files to ensure color consistency of printed materials

DONALD GREMILLION II

3D ARTIST AND ANIMATOR

donaldgremillion@gmail.com | donaldgremillion.com | donaldgremillion.artstation.com | www.linkedin.com/in/dgremillion/

CREATE Research Group - University of Louisiana at Lafayette | February 2009 - July 2013
CG Artist
- Created a library of 3D assets for use in real-time virtual reality simulations alongside a team of researchers, programmers, and artists

PRODUCTIONS

Rage Wit Games | ***Gridlock Gladiators*** – Independent Game | May 2022 – December 2022
Character Designer and Artist
- Supervised the art direction and created assets for a deck-building fighting game, including character designs, 3D character models, and marketing materials

TancoToons | ***Kooky's Halloween Party*** – Animated Short Film | January 2019 - November 2021
3D Supervisor
- Supervised the direction of the creation of 3D assets, animations, visual effects, rendering, and compositing pipeline for an animated short film

Texas A&M University at Galveston | ***Pirates of the Wild Sea*** -– Educational Game | April 2019 - November 2019
3D Character Artist
- Created several 3D character models for use in an educational game alongside other developers

Festival International de Louisiane | ***Festival International 2016 Countdown***– Animated Music Video | July 2015 - March 2016
Art Director
- Supervised the art direction and led a team of artists and animators for an animated music video to promote the 30th anniversary of a local arts and music festival

Independent | ***The Shepherds Rock*** -– Mobile Game | March 2015 - July 2015
Character Designer, Animator
- Designed a variety of 2D characters, art assets, animations, visual effects, and promotional material to be implemented in a mobile game, The Shepherds Rock

TancoToons | ***St. James Infirmary King Britt Remix*** – Animated Music Video | December 2008 - September 2009
Lead Animator, Character Designer, and 3D Artist
- Worked closely with the director and other animators to ensure visual consistency across multiple animated sequences
- Designed several characters and made modifications of existing designs
- Assisted in developing and rendering 3D art assets to integrate with 2D animated footage

Cite' des Arts | ***The Origin of Love*** – Animated Music Video | July 2008 - September 2008
Concept Artist and Animator
- Collaborated with several other animators for a local theatrical production of *Hedwig and the Angry Inch* for an animated music video

EXHIBITIONS

Group Exhibition, 12 X 12 | Galerie de Lafayette | Lafayette, LA | 2009

Annual Digital Art Exhibition | University of Louisiana at Lafayette | Lafayette, LA | 2008

Deep South Film Festival | University of Louisiana at Lafayette | Lafayette, LA | 2008

CERTIFICATIONS

Unity Certified Instructor – 2023-2026 | Unity Certified Professional: Artist – 2023-2026 | Unity Certified Associate: Artist – 2023-2026

EDUCATION

University of Louisiana at Lafayette | Bachelor of Fine Arts (B.F.A) – 2009 | Visual Arts - Computer Animation