

# DONALD GREMILLION II

## 3D ARTIST

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### EMPLOYMENT

**Academy of Interactive Entertainment** July 2015 - Present  
Art Instructor

- Instruct students on developing their skills in 3D modeling, texturing, animation, project management, and game development
- Develop lectures, exercise, and other teaching materials for students, as well as adapting lesson materials provided from other instructors
- Lead multiple game and animation projects to completion following an Agile methodology in collaboration with other Art and Programming Instructors
- Communicate with industry-experienced professionals to provide the school and students with feedback and to provide insight into the entering the workforce

**Louisiana Immersive Technologies Enterprise** May 2013 - December 2014  
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 animations for oil and gas industry

**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

### GAMES AND PRODUCTIONS

**Games - Various** – Academy of Interactive Entertainment  
Art Instructor, Producer July 2015- Present

- Directed and provided and feedback on the development of various student game projects through regular review sessions
- Guided teams on solving technical issues, game design concerns, and producing high-quality assets and deliverables

**Kooky's Halloween Party** - TancoToons  
3D Supervisor January 2019 - November 2021

- Supervised the direction of the creation of 3D assets, animations, visual effects, rendering, and compositing pipeline for an animated short film

**Pirates of the Wild Sea** - Texas A&M University at Galveston  
3D Character Artist April 2019 - November 2019

- Created several 3D character fully rigged character models for use in an education game for Texas A&M University at Galveston

**The Shepherds Rock** - Independent  
2D Artist and Animator March 2015 - May 2015

- Created 2D art assets and animations for an independent mobile game

### CONTACT

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### ARTISTIC SKILLS

3D Modeling  
Texturing  
Digital Sculpting  
Environment Design  
Character Design  
Animation

### PERSONAL SKILLS

Communication  
Art Direction  
Leadership  
Education  
Project Management

### SOFTWARE

Maya  
Photoshop  
After Effects  
Premiere  
ZBrush  
Substance Painter  
Substance Designer  
Marmoset Toolbag  
GitHub  
Perforce  
Unity  
Unreal

### EDUCATION

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