

DONALD GREMILLION II

3D ARTIST

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, exercises, 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

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

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