

DONALD GREMILLION II

3D ARTIST

EXPERIENCE

Academy of Interactive Entertainment Lafayette, LA
Art Instructor July 2015 - Present

- Instruct students on developing their skills in 3D modeling, texturing, animation, project management, and game development
- Communicate with industry-experienced professionals to provide the school and students with feedback and to provide insight into the entering the workforce

Zoom Digital Animation Studio Lafayette, LA
CG Artist May 2013 - December 2014

- Collaborated with a team of artists to produce animations for oil and gas industry

Pixel Magic Lafayette, LA
Depth Artist, Rotoscope and CG Artist Jan. 2011 to June 2011, Feb. 2010 to Apr. 2010

- Created depth maps for *Harry Potter and the Deathly Hallows Parts 1 and 2* for use in stereoscopic conversion
- Rotoscoped shots for use in background replacements and animated 3D characters for use in crowd shots in the film *Secretariat*

CREATE Research Group - University of Louisiana at Lafayette Lafayette, LA
CG Artist February 2009 - July 2013

- Created a library of 3D assets for use in real-time virtual reality simulations

PRODUCTIONS

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

St. James Infirmary King Britt Remix - TancoToons
2D Character Designer and Lead Animator December 2008 - October 2009

- Designed and modified characters, animated sequences, and collaborated with animators to ensure visual consistency for an animated music video

CONTACT

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ARTISTIC SKILLS

3D Modeling

Texturing

Digital Sculpting

Environment Design

Character Design

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