

# 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, 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

#### 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 animations for oil and gas industry

#### Pixel Magic

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

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

#### Gridlock Gladiators – Rage Wit Games – Independent Game

Character Designer and Artist

May 2022 – Present

- Supervised the art direction and created assets for a deck-building fighting game, including character designs, 3d character models, and marketing materials

#### Kooky's Halloween Party – TancoToons – Animated Short Film

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 – Educational Game

3D Character Artist

April 2019 - November 2019

- Created several 3D character models for use in an education 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

### CERTIFICATIONS

Unity Certified Instructor

Unity Certified Professional: Artist

### EDUCATION

University of Louisiana at Lafayette

Bachelor of Fine Arts (B.F.A.) - 2009

Visual Arts - Computer Animation