Donald Gremillion II

donaldgremillion@gmail.com | donaldgremillion.com

Education

Bachelor of Fine Arts 2009
Visual Arts, Computer Art and Animation
University of Louisiana at Lafayette

Professional Experience

Visiting Assistant Professor 2026 - Present
University of Louisiana at Lafayette
(Art and the Computer, Introduction to Digital Art, Introduction to Animation)

- Develop lectures, exercises, and other teaching materials for students
- 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
- Teach usage of a variety of software packages used in animation production including Maya, ZBrush, Substance Painter, Substance Designer, Photoshop, Illustrator, After Effects, Premiere, DaVinci Resolve, Arnold, and Unreal

Art Instructor 2015 - 2026
Academy of Interactive Entertainment
(3D Art Pipeline, Modelling and Texturing, Principles of Animation, Character Pipeline, Digital Lighting and Compositing, Character Animation, Storyboards, Production Planning, Production, Game Art Pipeline, Game Environments, Game Characters, Graphical User Interface, Proof of Concept, Major Production, Online Professional Portfolio)

- Developed lectures, exercises, and other teaching materials for students
- Instructed students on developing their skills in 3D modeling, texturing, animation, project management, and game development
- Taught usage of a variety of software packages used in game development including Maya, ZBrush, Substance Painter, Substance Designer, Photoshop, After Effects, Premiere, Marmoset Toolbag, Arnold, RenderMan, GitHub, Perforce, Unity, and Unreal
- Worked alongside other Art and Programming Instructors to ensure the alignment of subject matter across multiple disciplines
- 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
- Communicated with industry-experienced professionals to provide the school and students with feedback and to provide insight into the entering the workforce

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- Converted a clock hour-based curriculum to credit hour-based curriculum and fulfill the obligations for accreditation
- Ensured the alignment of subjects taught in Lafayette, LA campus compared to other campuses located in Seattle, WA and Australia

Unity Certified Instructor 2024-2025
Unity
- 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

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

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

3D Character Artist 2019
Texas A&M University
- Created several 3D character models for use in an educational game alongside other developers

Art Director
Festival International de Louisiane
- 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

CG Artist 2014 - 2015
Louisiana Immersive Technologies Enterprise
- Created 3D art assets for developing serious games alongside a team of artists, programmers, and software developers.
- Met with clients and developed project proposals to fit their needs for interactive experiences and serious game development

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Character Designer, Animator 2015
Paul Merrell, *The Shepherds Rock*

- Designed a variety of 2D characters, art assets, animations, visual effects, and promotional material to be implemented in a mobile game, *The Shepherds Rock*

Animator 2015
Kody Chamberlain, *PUNKS*

- Collaborated with a small team of artists and animators to develop an animated pilot to MTV based upon *PUNKS*, a comic book and intellectual property of a local artist, Kody Chamberlain

CG Artist 2013 - 2014
Zoom Digital Animation Studio

- Created art assets and completed industrial training and marketing animations alongside a team of artists for a variety of clients
- Met with clients and maintained communication to help determine project scope, deliverables, and a timeline for the completed animation work

Stereo Depth Artist 2011
Pixel Magic

- Prepared footage for 2D to Stereo 3D conversion for feature films including *Harry Potter and the Deathly Hallows Part 1* and *Harry Potter and the Deathly Hallows Part 2*

Storyboard Artist 2011
Films in Motion

- Created storyboards of car chase scene for the film *Blood Out* to assist the production and stunt team

Rotoscope and CG Artist 2010
Pixel Magic

- 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*

Digital Image Retoucher 2010 – 2013
Stuller, Inc.

- Digitally enhanced of jewelry for web and print publications
- Preflighted digital files to prepare for printer
- Met with off-site printing companies to ensure color consistency of printed materials

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Lead Animator, Character Designer, 3D Artist 2008 - 2009
TancoToons

- Worked closely with the director and other animators to ensure visual consistency across multiple shots of the animated music video *St. James Infirmary King Britt Remix*
- Designed several characters and made modifications of existing designs
- Assisted in developing and rendering 3D art assets to integrate with 2D animated footage

Lead CG Artist 2009 - 2013
University of Louisiana at Lafayette

- Created a library of 3D models and textures for use in real-time applications, serious gaming, and research projects for clients including the Army Research Lab
- Worked alongside other artists and programmers on the team to determine project milestones, deliverables, and consistency in the art assets
- Developed marketing material to showcase the usage of the research group's usage of emerging technologies such as Virtual Reality, CAVE technology, and an Omni Directional Treadmill

Concept Artist and Animator 2008
Cite' des Arts

- Collaborated with several other animators for a local theatrical production of *Hedwig and the Angry Inch* to produce an animated music video for the song *Origin of Love*

Animator 2008
Jared Arcement Productions

- Collaborated for a short animation production for a University of Louisiana at Lafayette Commemorative film

Digital Image Retoucher 2007 - 2008
Lynn Broussard Photography

- Digitally enhanced photographs for clients

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Awards

AAF Acadiana Silver Addy Award 2013
Stuller, Inc. - *Valentine's Day Gift Guide* – Digital Image Retouching contribution

AAF Acadiana Gold Addy Award 2012
Stuller, Inc. – *Tying the Knot* – Digital Image Retouching contribution

AAF National Silver Addy Award 2010
St. James Infirmary King Britt Remix

Memberships

IGDA - International Game Developers Association 2018 - Present

Certifications

Unity Certified Instructor 2023

Unity Certified Professional: Artist 2023

Unity Certified Associate: Artist 2023

Productions

Gridlock Gladiators 2023
Video Game

Kooky's Halloween Party 2022
Animated Short Film

Pirates of the Wild Sea 2019
Video Game

Do U Want It? 2017
Feature Length Documentary

Festival International de Louisiane 2016
Animated Music Video

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The Shepherds Rock 2015
Mobile Game

The Consortium of Genius – Zombie Apocalypse Barbeque 2012
Animated Music Video

Harry Potter and the Deathly Hallows Part 1 2011
Feature Film

Harry Potter and the Deathly Hallows Part 2 2011
Feature Film

Blood Out 2011
Film

Secretariat 2010
Feature Film

St. James Infirmary King Britt Remix 2009
Animated Music Video

Origin of Love 2008
Animated Music Video

Screenings

Group Screening, *Kooky's Halloween Party* 2024
Animation Day in Cannes, France

Group Screening, *St. James Infirmary King Britt Remix* 2016
Fest Anča Animation Festival, Stanica Žilina-Záriečie, Slovakia
Curated by Milen Alempijevic

Group Screening, *St. James Infirmary King Britt Remix* 2016
Trixi International Animation Festival, Stuttgart, Germany
Curated by Milen Alempijevic

Group Screening, *St. James Infirmary King Britt Remix* 2016
Monstra International Animation Festival, Libson, Portugal
Curated by Milen Alempijevic

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Group Screening, *St. James Infirmary King Britt Remix* Anim'est International Animation Festival, Libson, Portugal Curated by Milen Alempijevic	2015
Official Selection, *Zombie Apocalypse Barbeque* TIMECODE: NOLA Film and Video Festival, New Orleans, LA	2012
St. James Infirmary King Britt Remix Preservation Hall Crescent City Revue, Joy Theater, New Orleans, LA	2012
Premiere, *Zombie Apocalypse Barbeque* Marscon, Bloomington, MN	2012
St. James Infirmary King Britt Remix New Orleans Film Society NOLA Drive-In, New Orleans, LA	2011
Official Selection, *St. James Infirmary King Britt Remix,* Trixi Animation Festival, Stuttgart, Germany	2011
Official Selection, *St. James Infirmary King Britt Remix* New Orleans Film Festival, New Orleans, LA	2010
Official Selection, *St. James Infirmary King Britt Remix* Red Stick Animation Festival, Baton Rouge, LA	2010
St. James Infirmary King Britt Remix, Cane Fire Film Series Acadiana Center for the Arts, Lafayette, LA	2010
Official Premiere, *St. James Infirmary King Britt Remix* Voodoo Music and Arts Experience, New Orleans, LA	2009
Sneak Preview, *St. James Infirmary King Britt Remix* Flaming Lips: Christmas on Mars New Orleans Film Festival, New Orleans, LA	2009

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Exhibitions

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

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

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

Articles

An Affordable Surround-Screen Virtual Reality Display — 2009
by Carolina Cruz-Neira, Dirk Reiners, and Jan P. Springer
Artwork featured in article

Virtual Advantage — 2009
La Louisiane
Artwork featured in article

Commission Work

Character Designer and Artist for *Gridlock Gladiators* — 2022
Rage Wit Games

3D Supervisor for *Kooky's Halloween Party* — 2022
TancoToons

Explainer Animation for BARE Walls art subscription service — 2020
Basin Arts

3D Character Artist for *Pirates of the Wild Sea* — 2019
Texas A&M University at Galveston

Social Media Illustrations — 2017
Games & Rekriations YouTube Channel

Digital Image Retouching for Publication — 2016 - 2017
Stuller, Inc.

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Character Designs, Animations, and Promotional Illustrations for Mobile Game *The Shepherds Rock*	2015
Character Animation for unaired pilot for MTV of PUNKS: The Animation Kody Chamberlain	2014
Digital Image Retouching for Publication Stuller, Inc.	2013
Animation CPR	2011
Animated sequence for the animated music video *Zombie Apocalypse Barbeque* TancoToons	2010
Logo Animation for Center of Moving Image Arts University of Louisiana at Lafayette	2010
Storyboard Illustrations for the film *Blood Out* Films in Motion	2010
Product Render for Promotional Purposes Bulk Bag	2010
Character Designs and Animation for *St. James Infirmary King Britt Remix* TancoToons	2009
Character Designs and Animation for local theatrical production of *Hedwig and the Angry Inch* to produce an animated music video for the song *Origin of Love* Cite' des Arts	2008
Animation work for Collaborated for a short animation production for a University of Louisiana at Lafayette Commemorative film Jared Arcement Productions	2008

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Lectures, Presentations, Workshops

Career in Arts Business Workshop and Q&A South Louisiana Community College	2026
Career in Arts Business Workshop and Q&A South Louisiana Community College	2025
Resume Development Lecture University of Louisiana at Lafayette	2022
Professional Experience Lecture University of Louisiana at Lafayette	2020
Professional Experience Lecture South Louisiana Community College	2018
Professional Experience Lecture University of Louisiana at Lafayette	2017
Professional Experience Lecture University of Louisiana at Lafayette	2011