

# Marley Yambor

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## Experience

### Creative Technologist

May 2025 - November 2025

DreamReal / Reactive Ads Inc.

- Conceptualize, design, and build commercial content from start to finish working on a collaborative team with responsibilities including storyboarding, video generation, compositing, video editing, and sound design for Fortune 500 companies.
- Work with generative AI tools including Nano Banana, Seedream, Imagen, Veo, Sora, Kling, Midjourney, Higgsfield, OpenArt, ElevenLabs, and Suno to create high-quality, consistent, accurate content.

### Motion Graphics & Digital Design Intern

June 2024 - August 2024

Publix Supermarkets

- Rigged a human character in Maya and created animations for a video concept that would be sent out to all 250,000 Publix employees to celebrate milestones and motivate new hires.
- Created an infographic for the boil water notice procedures serving 1,000+ locations. Used Adobe Illustrator and added motion with After Effects.
- Presented accomplishments to an audience of 300+ including the CEO and President of the company to showcase the creative and collaborative skills refined during the internship.

### Animation & Graphic Design Intern

June 2023 - December 2023

NASA in collaboration with NIA and Bully! Entertainment

- Animated characters in Maya and After Effects for a pilot episode of a TV show based on NASA's First Woman Graphic Novel which promotes curiosity and teamwork.
- Wrote the script for the pilot episode and developed characters and storylines for an additional 15 episodes that continue the story and explores themes such as critical thinking and problem-solving.
- Designed digital and printable assets in Illustrator and Photoshop for the NASA Communications team including bookmarks for the White House Halloween event that draws an annual 8,000 guests.

## Projects

### Director

September 2024 - May 2025

*Anchors Astray* Film

- Directed a team of 10+ people and assisted with animation, modeling, character rigging, compositing, rendering, video editing, sound design, storyboarding, and concept development.
- Organized the production of the film and delegation of tasks using ShotGrid.
- Monitored the progress of deliverables to ensure that the team was meeting milestones.

### 3D Character Animator

September 2023 - June 2024

*Reboot* Film

- Worked on a shot from the blocking phase to the final polishing stage and additionally helped with rendering and troubleshooting issues with the rendering process.

### Team Member

January 2024 - March 2024

SCAD Pro X BMW Collaboration

- Performed an analysis of current industry trends and refined ideas for the BMW Welt in Munich and explored 5 motion media concepts in After Effects.

## Education

### Savannah College of Art and Design

September 2021 - May 2025

3D Animation Major

- GPA of 3.96 / Dean's List for 2021-2025 / Summa Cum Laude

## Skills

- |                   |                     |   |  |
|-------------------|---------------------|---|--|
| • Maya            | • Substance Painter | • Adobe Suite (After Effects, Premiere, Photoshop, Illustrator, Indesign) | • Davinci Resolve                                      |
| • Unreal Engine 5 | • Nuke              |   | • Generative AI Tools (Nano Banana, Sora, Kling, etc.) |
| • Houdini         | • ShotGrid / Flow   |   |  |