

Marley Yambor

3D Animator

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Experience

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 / Modeler / Storyboard Artist / Animator

September 2024 - Present

Anchors Astray Film

- Directed a team of 10+ people to make assets, create animation, and refine a style for a short film.
- Developed characters and a plot for the film and assisted with modeling, animation, and storyboarding.

3D Character Animator

September 2023 - June 2024

Reboot Film

- Worked on a shot from the blocking phase to the final polishing stage that included two characters interacting with each other and navigating an environment.
- Helped troubleshoot issues with the Arnold Renderer and supported the team as *Reboot* was completed and recognized by 13+ film festivals.

Team Member

January 2024 - March 2024

SCAD Pro X BMW Collaboration

- Performed an analysis of current industry trends and refined ideas in Figma for the BMW Welt in Munich which attracts over 3 million people each year.
- Explored 5 motion media concepts in After Effects for innovative and engaging ways that BMW's customers could interact with educational exhibits.

3D Game Cinematic Animator

September 2023 - November 2023

SCAD Pro X RedKulture Collaboration

- Produced a variety of cinematic cut-scene animations in Unreal Editor for Fortnite to create an interactive Metaverse experience for Fortnite's one million daily players.
- Recorded 20 + movements using motion capture technology and applied the motions to characters using Unreal Engine's retargeting features.

Education

Savannah College of Art and Design

September 2021 - June 2025

3D Animation Major

- GPA of 3.96 / Dean's List for 2021-2024

Skills

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|-------------------|------------------------------|-----------------------|-------------------|
| • Maya | • Substance Painter | • Adobe After Effects | • Adobe Photoshop |
| • Unreal Engine 5 | • Unreal Editor for Fortnite | • Adobe Premiere | • Adobe InDesign |
| • Houdini | • ShotGrid / Flow | • Adobe Illustrator | • Toon Boom |