

OLIVIA - GREY “OG” MARCONTELL

914.255.4978 . og.marcontell@gmail.com . og@fearlessanimatronix.com

Fearlessanimatronix.com . Animation Reel: <https://vimeo.com/311745239>

EDUCATION

Animation Mentor Emeryville, CA 2016 - Present
Online courses include 3D Animation and storyboarding. Mentors: Nayoun Charoenchai, Ryan Bradley, Dana Boadway Masson, Jon Collins, James Chiang, Mike Kunkel, Mike Amos, Erik Morgansen, and Jean-Denis Haas

School of Visual Arts New York, NY 2009 - 2013
Bachelor of Fine Arts in 2D Animation
GPA: 3.62, SVA Alumni Thesis Scholarship Award recipient (2013), Dean's List (2009 – 2013), Post-graduate SVA coursework in Maya. Instructors: Carl Edwards and Alex Cheparev (2015)

WORK EXPERIENCE

FlickerLab Brooklyn, NY - Flash Animator April 2018

Stretch Films, Inc. New York, NY June – July 2017, Jan – March 2018
Coloring Artist for animated projects - “Goose in High Heels” by John Dilworth and other, confidential client

Fearless Animatronix - portfolio site / freelance work 2011 - Present
Founder, Animator and Animation Director

- Photoshop retouching for King and Cabouli Direct Marketing on various projects
- “Mechanaflux” web comic book series: Director of Animation and Animator, create storyboards for animated trailer movie with background assistance from additional artists (2014 – 2017)
- Diabetes Gladiator (new website for diabetes): Provided logo brainstorming and Photoshop retouching

Honor Wild, LLC New York, NY 2013 - Present
Illustrator for jewelry line by Nicole Salmasi; collaborated on and illustrated designs for jewelry as per client's request

Blue Monkey Studio Genoa, Italy 2014 - 2015
Storyboard Artist and Animator (Virtual Internship)

- Produce storyboards, animatics, short 2D animations, presentations, and collaborated on backgrounds
- Gathered research as requested by client for special project
- Worked on promotional videos and web animations

Art Center of Northern New Jersey New Milford, NJ 2011 - 2014
Animal Drawing and Cartooning Teacher to children ages 6-12, teens 13-18 and adults ages 18-older

SKILLS

Computer – Basic / Intermediate skills in: Maya, Adobe Creative Suite (Photoshop, Flash, Illustrator, After Effects), TV Paint Animation, ToonBoom Harmony Essentials, Autodesk Sketchbook Express, Mac/Win7 proficient

Drawing – Digital drawing and painting (Cintiq); ability to adapt to many styles of drawing; storyboarding; character design; cartooning; background design; 2D animation (including exposure sheets). Fine Arts: animal/nature & life/anatomy drawings; figure and gesture drawings; portraiture; watercolor skills for still life and wildlife; illustration

Technical – Photoshop retouching

References furnished upon request.