

Jeremy Siegel

Storyteller
Illustrator
Character Animation

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I'm a creative, hard-working character illustrator and animator, recently graduated from the University of Central Florida. I have a bachelor's degree in Character Animation, part of the Emerging Media track at UCF. Creating stories is what my life is all about.

Skills

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- Experience in Maya and Blender includes modeling, surfacing, animating, and rendering. (Arnold, Renderman, Eevee)
 - Proficient in Zbrush, NukeX, Houdini, and Adobe Substance Painter
 - Expert with Wacom Intuis Pro tablet and Procreate
 - Professional Certification in Adobe Photoshop
 - Highly proficient and equally skilled in Mac and PC platforms
 - Experienced in Microsoft Office including Word and PowerPoint
 - Ability to collaborate effectively within a team, understand and interpret creative direction, understand feedback, and communicate ideas clearly
 - Adept at troubleshooting technical issues that may arise during the animation process
 - Able to make both long-term and short-term project related decisions
 - Skilled in both digital and traditional illustration, with a deep understanding of movement and anatomy
 - Consistently updated on the latest industry trends, software updates, and emerging technologies related to the field

Experience

Jewelry Clerical - Macy's

AUGUST 2024 - PRESENT • ORLANDO, FL

Responsible for the entire fine jewelry department including inbound and outbound shipping and handling of high ticket merchandise.

University of Central Florida Character Animation Program

SEPTEMBER 2022 - MAY 2024 • ORLANDO, FL

Chosen as one of 30 students to be enrolled in the Character Animation Program at UCF, where I worked each day with a team of 13 to create an animated capstone film, using a variety of software.

Education

University of Central Florida / Degree May 2024

AUGUST, 2020 - MAY 2024 • ORLANDO, FL

Emerging Media/Character Animation program - which integrates multiple domains of art, storytelling, and technology designed to prepare students for careers as animators, modelers, riggers, and texture artists in the film or computer game industries.

Savannah College of Art and Design Summer Seminar

JULY 2019 • SAVANNAH, GA

Spent time on campus taking classes in character design and comic art under the tutelage of seasoned art professors.

