

# Abi Trembly

VFX and Motion Graphics Artist  
Video Editor – Experience Designer

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## EXPERIENCE

### Video Production Intern, *University of Nebraska–Lincoln*

NOV. 2023 - PRESENT

- Filled multiple roles on set including PA, on-set sound mixing, boom op, camera assistant, and visual effects supervisor on short-form documentaries and a national TV commercial.
- Assistant edited, edited, and created motion graphics for short-form marketing and documentary videos published to a combined audience of >125,000 viewers across multiple social platforms and websites.
- Created visual effects for multiple short-form videos and a national TV commercial promoting the University of Nebraska, which aired on every televised Husker football game to an average of >2 million viewers.

### Graphic Designer, *Daily Nebraskan Media Group*

SEP. 2022 - SEP. 2024

- Conceptualized, pitched, designed, and packaged designs promoting advertising events for the student newspaper The Daily Nebraskan to social media totaling ~25k followers to increase event attendance.
- Headed company rebrand, choosing brand colors, fonts, and logos, and compiled them into a brand book, and used those materials in order to update the company's media kit, which is sent to prospective clients to sell products, advertisements, and events to local businesses around Lincoln, Nebraska.
- Managed the graphic design team, assisting in communications between employer and other designers, dividing up work between designers in order for advertisements to be made a semester in advance for campus events.

### Nickelodeon Summer Intern, *Calibraska*

MAY 2024 - JULY 2024

- Communicated with Nickelodeon representatives to cultivate a smooth pipeline between the Nickelodeon artists and Calibraska satellite site representatives, working toward well-organized and prepared workshops in the summer

## PROGRAMS

- Adobe Premiere Pro
- Adobe After Effects
- Adobe Illustrator
- Adobe Photoshop
- Autodesk Maya
- Unreal Engine
- Google Suite
- Microsoft Suite

## AWARDS/ACHIEVEMENTS

“Hearth” Short Film -One of 74 pieces selected from over 300 for the University of Nebraska–Lincoln’s 38th Undergraduate Juried Exhibition

## SKILLS (TECHNICAL)

- Rotoscoping
- Compositing
- Motion Graphics
- Video Editing
- Videography
- Photography
- Unreal Engine
- Motion Capture
- Virtual Production
- 3D Animation
- Life Drawing
- Graphic Design

- Shared branding and marketing materials with satellite site directors to promote Nickelodeon workshops at their locations, and ensure that they fill out and have access to all required tracking, contact, and documentation forms.

## **Docent, University of Nebraska–Lincoln**

OCT. 2023 - DEC. 2023

- Organized and managed four iPhones, four sets of wireless headphones, and an iPad that ran visiting artist Peter Flaherty's augmented reality (AR) experience The Dial, ensuring they are functioning and charged for the five hour shifts that the experience opened to the public.
- Hosted and on-boarded users through the AR experience, introducing them to the story and mechanics of the experience, working face-to-face with 20-150 people per shift.

## **SKILLS (INTERPERSONAL)**

- Leadership
- Communication
- Organization
- Time Management
- Creative Direction
- Storytelling

## **Student Ambassador, Adobe**

JUNE 2023 - OCT. 2023

- Formulated a marketing plan, strategizing tactics on how to shape the program and carry out initiatives capturing at least 250 student leads, 20 clubs, and 5 professors interested in learning more about Adobe.
- Planned and executed 4+ Adobe workshops teaching students how to best utilize Adobe applications.
- Promoted Adobe through content creation and advertising through personal social media channels, driving students' awareness and interest, leading to increased activations of free Adobe Creative Cloud at UNL and grow brand awareness.

## **Spring Intern, Calibraska**

FEB. 2022 - SEP. 2022

- Assisted program director in organizing classes with teaching artist schedules, working with 12 different artists teaching over a dozen classes taught in four different cities over the course of two months.
- Created posts using CoSchedule to be pushed out to Instagram and Facebook to a combined ~1k followers advertising classes, promoting teaching artists, announcing scholarships, and other promotional material to encourage class sign-ups.
- Edited and managed Calibraska website on Wix.com and edited class information and sign-up using Wix's store feature, ensuring class, teaching artist, pricing, and date information was accurate for the public-facing store where students could sign up for classes.

## EDUCATION

### **BFA in Emerging Media Arts, Minor in Art** *University of Nebraska—Lincoln*

- Emerging Media Arts Major: Studied visual effects, video editing, game engines, motion capture, virtual production, motion graphics, p5.js, and interactive experience creation
- Art minor: still life drawing, life drawing, painting

### **Study Abroad Experience in Florence, Italy** *Instituto de Lorenzo de' Medici*

- 2 week Introduction to Photography masterclass, learning Camera RAW, Adobe Photoshop image manipulation tools, and composition rules. Focused on street photography and art photography capturing the culture of Florence, Italy.

## PROJECTS

### **Editor & VFX Producer — “Stranded,” dir. J.B. Tyson**

- Assembled, cut, and colored footage, and worked with the director over the span of a month to reach picture lock, before also completing the motion graphics for the end credits and title card, as well as 12 VFX shots for the film.

### **Visual Effects Artist — “The NU Express,” dir. Aaron Nix**

- Pitched a specific visual effects shot to mimic the invisible table in The Polar Express, as well as helped advise the actor on-set with their movements in order to make the shot easier to rotoscope and composite.
- Completed rotoscoping and compositing of the shot in post-production for use in the holiday video sent out by the president of the University of Nebraska system.

### **Roto and Comp Artist — “Take Care,” dir. Kale Hatfield**

- Used After Effects and Photoshop to color correct, rotoscope, and composite an animation rig out of over two dozen shots.
- Assisted in training other artists in rotoscoping and compositing techniques that worked best with felted stop-motion characters.
- Created a step-by-step VFX training document, and assisted in assigning and finishing last-minute shots.